Volume 3 • Issue 4 • March 1998

PS Extreme

THE PLAYER'S UNOFFICIAL MONTHLY GUIDE TO THE PLAYSTATION

EXRATED
10 GAMES REVIEWED:
RESIDENT EVIL 2
GEX: ENTER THE GECKO
BLOODY ROAR
RASCAL
KLONOA

EXCLUSIVE:
ROAD RASH 3D
BLASTO

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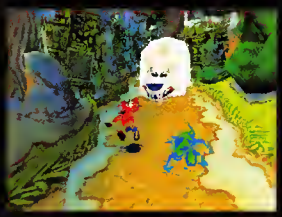
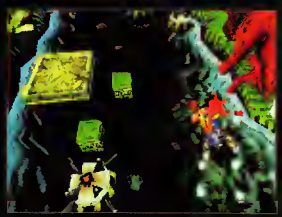
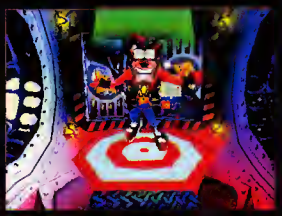




Crash is back. And he's all pumped-up and ready to rumble.



This time, Crash will have to work his way through huge, all new 3-D environments. He'll fly with a jetpack, surf on a jetboard and saddle up a polar bear cub. He's got new moves, he'll meet new characters and he'll face plenty of dangerous new obstacles. It won't take long to realize: Only the strong survive.

CRASH BANDICOOT 2

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"Somebody Pinch Me, I Think I'm In Heaven."
– Ultra Gameplayers

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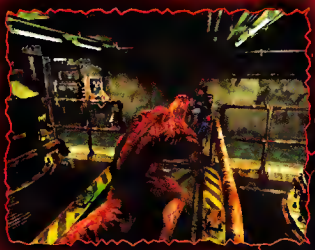
Event Of 1998.

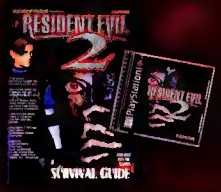
Even Comes Close."

– GameFan



"An Intense And Horrific Adventure That Chills The Spine."
– Game Informer

A mysterious virus has mutated the local inhabitants into flesh-eating monsters, hell-bent on snacking on your still-warm spleen.



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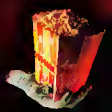

Play the online Resident Evil 2 game at www.residentevil2.com

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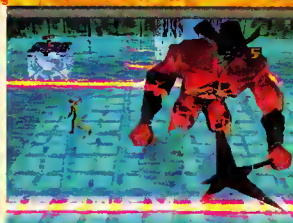
THE POINT OF THE JOURNEY IS NOT TO ARRIVE...



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TEEN AGES 13+ CONTENT RATED BY ESRB

PlayStation

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VOLUME 3 • ISSUE 4
MARCH 1998

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Heart of Darkness?, Rhona's not Lara no mo, tons of Sony news, Bond goes PSX and Romero goes Evil 2.

EXecute:> p24
All you need are codes, bapbadadaaa. Codes are all you need.

EXclusive:> p30
A special conversation with Hunter Smith about Road Rash 3D, plus never before seen shots of Blasto!

EXcessory:> p36
A look at two guns and a pair or remote controllers.

EXpecting:> p38
More games, more games, more games. Give us more games!

EXtreme:> p48
Batman & Robin: will justice be done?

EXrated:> p54
We play the games so you don't have to.

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ALL the moves for Star Wars: Masters of Teräs Käsi

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A sneak peek at what may come to us in the distant future.

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EDITORIAL RAMBLING

Ok, so we all know that, typically, most movie licensed games turn out to be complete crud. Furthermore, we know the reason for this is that most game publishers/developers are #1: either in a rush to get the game out the same time the movie or video hits, in order to capitalize on the initial excitement usually generated during it's first few weeks of release; #2: hoping to cash in on a big-name license with a sub-par product — without caring about whether or not the game is any good; or, more likely, #3: all of the above. More than a few companies are guilty of this, especially Acclaim, who's Batman & Robin graces the cover this month. They will be the first to admit that they have had their share of really, really bad licensed games (The Crow, Dragonheart, Space Jam and Batman Forever immediately come to mind). As they say, admitting the problem is the first step to recovery. If games like Turok for the N64 and Batman & Robin are any indication, then they are well on their way.

In a weird twist of fate, Batman & Robin, the video game, may well turn out to be so much better than the movie, which, in our opinion, was the worst of the bunch (and that's not saying much). The game's extremely ambitious with a huge 3D "virtual" Gotham City to explore, the ability to play as Batman, Robin, and Bat Girl, both driving and 3D, third-person graphic engines, and a lot of puzzle solving to balance out the action/exploration. Although the game is still in its development stages, it's evident that both Acclaim and Probe (the developers) are willing to take as much time as needed to make a great game.

In other news, this issue is packed with a lot of great stuff. We have exclusive, hands-on previews, shots and information on Sony's Blasto (yes, it's finally coming out this March) and Electronic Arts' Road Rash 3D. We also have two amazing "Pletinum" games reviewed this issue: Capcom's Resident Evil 2 and Crystal's Gex: Enter the Gecko — testimony to the fact that the PlayStation has plenty of juice left to be squeezed out of it. Then, there's the latest PlayStation shots and information on Tekken 3 in the Expecting section, and we've brought back Export to show you the latest titles from abroad. Lastly, we've added the Excessory column as a regular monthly section. This is where Chris takes all of the latest PS peripherals through their paces and rates them accordingly, so you don't end up spending your hard-earned bucks on shoddy after-market products. Well, enough with the small-talk, I hope you enjoy the issue. See you in 30.

GREG

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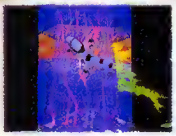
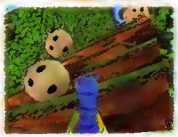
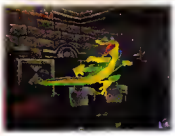

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AGE 10 AND UP

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Dear PSExtreme,

I like your magazine, but it is a bit odd. I remember reading your mag last year before Christmas and seeing a review of Bubsy 3D. I was very excited about the title because I was a little fond of Bubsy. I got the game for Christmas that year and I was over-joyed. When I actually got to play the game that joyous day, I thought you all were psycho or something to have given Bubsy a good review! Until now, I have been very angry with that game. Now, it is one of my favorite games, because I do not have very many 3D platform games. How come it took me a whole year to figure out you were right? It is very strange. Will it be the same with Excalibur 2555 A.D.? I don't think I will be getting it for Christmas, but when I do get it, how long will it take me to like the game? One of my friends who works at Babbages told me Excalibur was a bad game. He said that you were in corridors most of the time. Should I take his advice and not get it, or what do you recommend?

Joseph Kimbrell

Great, giant, leaping, bobcats! We knew someone out there would eventually agree with us! Zach reviewed Excalibur and enjoyed it — if you find yourself agreeing with his reviews, you may as well.

Dear PSExtreme,

First off, I have been a subscriber for 4 months now, and I must say that your reviews, for the most part, have been dead on (except Crash and FFVII should have been 100%). I believe that you are the best PlayStation mag on the market.
But, back to the business at hand. I just got back from the arcade a couple of days ago and played the best football game ever made! NFL BLITZ! I think that the graphics, gameplay and player moves/animation are unparalleled by any football game on the market! I want to know which systems that it will be coming out for, when it will be coming out, and what the price will be.

Sincerely,
Matthew Burdo
Redford, MI

You got that right, baby. Midway will be releasing NFL Blitz for the N64 in April, with a PSX version to follow. Price? We're not gonna tell you!!

Dear PSExtreme,

I am a subscriber and a huge fan of your work. Every month I purchase any game mag related to the PlayStation. With or without a demo CD, you guys (and gal) smoke the competition. All right, no more butt kissing.
I'm glad you have slowed down your import coverage. Who cares what's hot in Japan? Chances are we will never see it. How about a sports section? One reason I enjoy your mag, is that it seems to be geared towards adults. I'm 27, and grew up with Atari. So far, I've purchased almost every game for the PlayStation. Thanks to my local EB, if I don't like it, I take it back. No questions asked.
I wish you guys would show more support for the link cable. It's hard to believe more people aren't using it.

Darrin Thompson

That's right! Buying import games is unpatriotic. We'll usually show them if there's something interesting, unusual, or really cool, that'll possibly make it to the U.S. Link cables are cool, but not practical. Sorry, that's just how we, and most PS owners, feel.

Dear PSExtreme,

Let me begin by congratulating all of you on a great magazine. I've been reading EXMAIL in every issue and I have to agree with those who ask for more codes in the magazine. Anyway, I was writing because I wanted to express my dissatisfaction/satisfaction with the game 'ONE'. I have to say the graphics, gameplay, and visuals are really impressive and I really enjoyed playing it....that is until I got to Level 6. Don't get me wrong, this level is just as good as all the others except...IT'S THE LAST ONE! After I solved the level the game ended! What's up with that? Is there something I'm missing or did I just pay fifty bucks for 6 levels of action capped with a stupid password (which by the way was 'HEVYFEET', for those of you who can't pass the levels)? I just can't believe that such an awesome game would end so quickly. I don't get it.

Pissed off,
Alexander Bedoya
Santa Monica, CA

Six levels, but the levels are HUGE! We agree though, when playing a great game, it's always over too soon.

Dear PSExtremers,

I have a simple question; What is the situation with the game consoles and their future abilities to have multi-player support via the internet? Games such as C&C and War Craft 2 are much more enjoyable and worth while to play against an opponent, and being that we live in a civilized society I can't just out and blow up my neighbors house, so destroying his Orcs or Tesla towers will have to suffice for now. But on the PS even though I have the "Link" for Red Alert I can't play my friends in distant places. Are there any plans to make the multiplayer online games available to us who can only afford to by a console system? If not there should be!

Best regards,
Lance Zacker

Sony's attitude towards "modems", or whatever, seems to be that that's something reserved for "multi-media" type hardware... CD-I, PC's, that sort of thing. The PlayStation is a game system. Period. The only reason you see games like Warcraft II or C&C on the PlayStation at all are because the publishers of those games feel they can add something to the game on console, or make a few extra bucks, but PC is where the big sales for those games come from.

Dear PSExtreme,

I just bought Final Fantasy VII for my PlayStation about a month ago and I think it is the best game I've seen so far. But where does the VII come from? I've looked around and the only other Final Fantasies I've seen are the first three which are on SNES. Were four, five and six made in Japan? Also, if so, I think it would be a great idea to release those in America. It'd make a lot of gamers like me happy (not to mention, whoever gets the profits). So, if you could send me any information it would be appreciated.

Brandon Taylor

FF V in Japan, was actually FF III in America — why the difference in numbering? Some of the earlier games in the FF series were not released in the U.S. Square did a FF compilation disc of the PSX in Japan which featured slightly upgraded graphics and sound over the 8- and 16-bit versions. But, there is no U.S. consideration for this product.

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PlayStation

KIDS TO ADULTS

ESRB

Dear PSExtreme,

I have been a big fan of your magazine since Issue 1. Unfortunately, I have a minor complaint. I have owned an analogue steering wheel with foot pedals for a long time now, and I love it. I find it frustrating that you do not list whether your reviewed games work with a wheel or the Namco NeGcon in your compatibility section. Games such as Ridge Racer, Rally Cross, Wipeout XL, Die Hard Trilogy, etc. are so much more realistic and fun to play with a steering wheel. I know that they still make these controllers and new games are being made to work with them, so could you please mention their compatibility in your future reviews. Without public knowledge of how cool these controllers are, the game developers will sooner or later stop making compatible games. Otherwise, keep up the excellent work, you are the best PlayStation magazine around!

Your loyal reader,
Steve Quinn

We're on it, Steve. We never had the logos for these peripherals because they're 3rd party products. We'll get off our butts and get those companies to send 'em to us.

Dear PSExtreme,

First of all, I'd like to say your magazine is the best. I get a lot of other magazines, but they're not as good as yours.
I was looking through some of the PSExtreme magazines and some of the ratings you gave. Some of the games that you gave lower ratings, I liked. I thought maybe you can send me PSExtreme magazines and I can have a section in the magazine called Maureece's Point of View where I can talk about at least 3 games a month and give a rating. I could talk to some of my friends and see what they think about the game and I could do some research on these three games. I think this would be a big step for me and would be fun.

Thanks for your time
and keep up the good work.
Maureece Vaughn

Your offer is very tempting, but we've got all the reviewers we can handle at this time. Perhaps you should think about starting your own fanzine. It sounds like you'd do a great job.

Dear PSExtreme,

I am very delighted to say "Thank You," for giving me a magazine that not only gives readers reviews and codes, but it helped people do their video game shopping this past holiday season.
First, I would personally like to agree with a writer (like myself) in Volume 3, Issue 2, January 1998. Mr. David Howsley had a very good point about the people and the codes. Some people would like to have more codes, if this is possible, but if not then they can do with what you give them until more becomes available.
My second thing is that I was recently reading through the magazines when one of the editors, by the name of Thomas J. was reviewing a game called Point Blank. After reading the review section, I began to read the section called "The Bottom Line." In this section, Mr. J. stated, "I found myself drawn to this simple game, and hard a hard time pulling ymself away from it long enough to write the review." If at all possible, can someone please tell me what ymself means, so that when I write a letter to my friends I will be able to use the word correctly. Also if he had a "hard a hard time pulling away" from the game then I am on my way to buy it right now, so I can feel the same way he feels. I gotta have some of that stuff. Not Drugs, Just Games.
Finally, I am excited about the release of Resident Evil 2. I personally believe that it will be a huge seller for this year. With this in mind does PSExtreme have plans on a walk-through or will you let us fight the Zombie Nation by ourselves. I believe all readers would like to know that. These comments and many more from the "The Person Who Plays To Much." Keep up the great magazines and do not stop doing what you're doing.

Sincerely,
Blanal Cook
Somewhere, CA

The correct usage of ymself in a sentence: "That Thomas J. hard better pull ymself away from his game long enough to do a spell check." But seriously, our proofreader should have caught that one. We're planning on doing a complete RE2 blowout in the next EXAMINE. Stay tuned, and don't play too much, okay?

Dear PSExtreme,

I like your magazine a lot. I know which games to buy because of it. I just need to know what RPGs and games have kids as heroes or are geared towards kids like myself. My brother and I have bought Final Fantasy VII, Wild Arms, Beyond the Beyond, and Crash Bandicoot 2. These games have very few kids as heroes and deal with more adult situations.
Before the PlayStation was made, I owned a Super Nintendo. One of the games I had was Earthbound, an RPG where four kids have to defeat Gigas, who control humans, animals and monsters. Ness, one of the kids, has average attributes and is good at everything. Paula is a good magic user. She knows the most spells on the team. Jeff is a science nerd. He can fix things at the inns overnight. He can also launch rockets at bad guys. These kids travel through pyramids, swamps, etc. and can ride bikes, submarines and, sometimes, travel in a van with a rock band. This is a shining example of the games I want. Can you tell me why there aren't more kid-oriented games for the PlayStation or some other PS games like it?

Ben Kinney,
Fife Lake, Michigan

Thank you for the wonderful game summary of Earthbound for the SNES. Yes, it is a game geared toward younger gamers and revolves around a band of kids. And yes, there aren't that many kid-oriented games available for the PlayStation. Traditionally, Nintendo has capitalized on the younger demographic (8-14 year-old) with games like Super Mario, Yoshi's Island, Super Mario RPG and the aforementioned Earthbound. The PlayStation, on the other hand, has an older audience (on average), falling somewhere between 18-34 years old. That is why, for the most part, you'll be hard-pressed to find PlayStation games that have kids as protagonists. Instead, you'll find games that deal with more adult themes and have more of an "edge" to them (I.e. Final Fantasy VII, Blasto, Resident Evil, Tomb Raider, Alundra, etc...). Of course, there are exceptions, like Rascal (reviewed in this issue's Exrated section) which features a young tyke as the hero.

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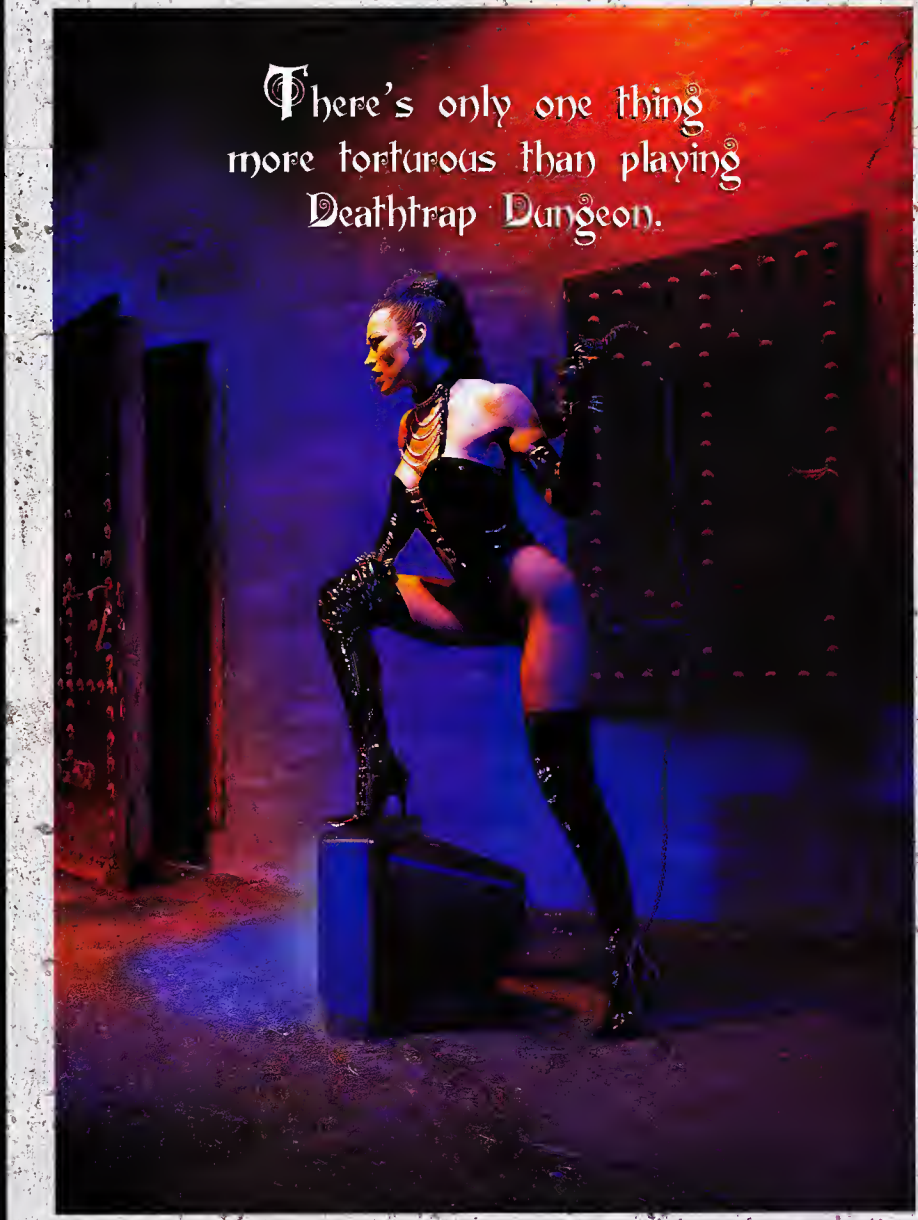
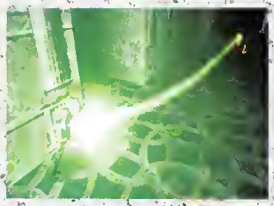
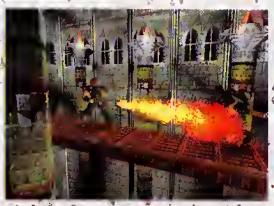
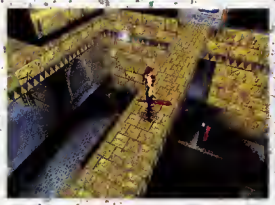
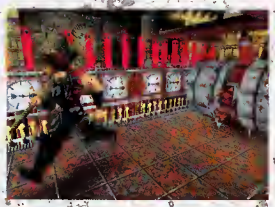
Foster City, CA 94404
e-mail: d3@quake.net


There's only one thing
more torturous than playing
Deathtrap Dungeon.









PC CD

PlayStation

IAN LIVINGSTONE'S

DEATHTRAP Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and over 50 other undead denizens. Each one is a chance to slice and dice like a Ginsu knife gone bad. An opportunity to master the 13 death implements at

your disposal. Of play the PC version and leave the other on-line players crying for more. Because in these 10 cavernous levels of evil traps, it's all about blurring that fine line between pleasure and pain. And just when you think you can't take it any longer, consider the alternative.

EIDOS
INTERACTIVE

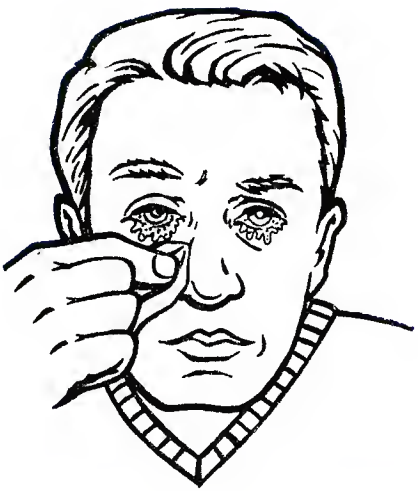
You've been warned.

Depression hurts. Fighting Force and Tomb Raider II can help.

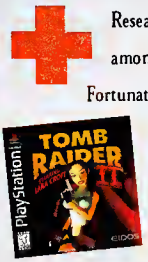
SIGNS AND SYMPTOMS OF DEPRESSION

- Persistent sadness and or irritability.
- Recurring thoughts of how much better life would be if you had Fighting Force or Tomb Raider II.
- Statements such as, "I'm bad. I'm stupid. No one likes me."

When depression strikes, immediately seek the help of a trained professional at your local video game store.



Wiping secretions



Research shows that the leading cause of depression among gamers is a noticeable lack of Eidos games. Fortunately, this deficiency can be treated both safely and effectively with games like Fighting Force or Tomb Raider II. But early intervention is crucial. Or else, it's only a matter of time before they threaten to do something really stupid, like go to therapy.

EIDOS INTERACTIVE

You've been warned.

www.eidosinteractive.com

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TO RECEIVE PLAYING TIPS, CALL THE EIDOS HINT LINE (900)773-4367. Cost of call $0.95/minute. Must be 18 years or have parents permission. Touch tone phone required.

PlayStation Gaming News From Around The Globe

HAVE A HEART (OF DARKNESS)

Long, long ago, the French developers at Amazing Studio — founded by Eric Chahi, the designer of Out of This World — started work on Heart of Darkness, a graphically spectacular side-scrolling action/adventure (with a passing resemblance to Oddworld: Abe's Oddysee) produced by Frederic Savoir (he of Flashback and Fade To Black). Unfortunately, the game, starring a boy and his dog and hundreds of surreal monsters, was seemingly forever lost in development hell, especially with the current shake-ups at Virgin Interactive, its would-be publisher. Amazingly enough, Heart of Darkness lives again, as the rights were recently purchased by Infogrames, which plans to ship the PlayStation version (published in the U.S. by Interplay) this summer. We loved Heart of Darkness when we messed with it at gaming trade shows, and we're stoked it's making it to the shelves. As proven by the recent success of Castlevania: Symphony of the Night and Oddworld, there's still room in the PlayStation library for 2D thrills.

EIDOS DUMPS RHONA MITRA

Rhona Mitra, the 23-year-old British actress/model who rather nicely embodied the beloved Lara Croft at this year's Electronic Entertainment Expo, has been released from her duties. An Eidos spokesperson said, "Lara will be like James Bond... played by many different actresses." (Croft had indeed been "played" by several previous models, but none remotely as popular as Mitra, who spawned dozens of tribute sites on the World Wide Web.) The spokesperson further explained that the only contact Eidos' US offices ever had with Mitra was during E3, indicating that Eidos' UK branch had bigger plans for Rhona than did Eidos' Stateside branch.

Mitra has a lengthy background in television and theater acting. Her most popular recent role was in the British TV series "The Man Who Made Husbands Jealous", in which she appeared sans clothing. Before donning Lara's outfit, Mitra had her bosom surgically enhanced, a procedure rumored in British tabloids to have been performed by her plastic-surgeon father, and denied by Mitra in magazine interviews. Both a "Lara" LP and "Getting Naked" single were recorded with Mitra singing lead vocals, but both projects (intended for European release) have since been canceled. Mitra is currently filming the sci-fi film "Beowulf" with Christopher Lambert (Highlander).

SONY DEVOURS EXNEWS!

There are so many stories regarding Sony Computer Entertainment this month that we've just lumped 'em into one mighty big section for your perusal and enjoyment.

Sony and NextLevel: Sony announced plans to purchase 7.5 million shares of stock in NextLevel, a company formerly known as General Instruments. NextLevel is jockeying for leadership position in the growing market for set-top boxes; the company estimates that 15 million boxes will be purchased by cable companies in the next three to five years. Edward Breen, chairman and CEO of NextLevel: "We believe that Sony's expertise in digital consumer electronics and its strong retail brand complement General Instrument's strengths, and will certainly be significant assets for the development of the next-generation digital set-top box based on GI's platform." The boxes currently go for around $300 — cheap enough, perhaps, to include PlayStation technology.

Sony and NFL GameDay 98: Sony announced that NFL GameDay 98 has sold 800,000 units to date, making it the best-selling PlayStation football game ever. (Sony didn't say whether those 800,000 are sold into retailers are sold through to consumers, however.) Peter Dille, senior director of product marketing for Sony Computer Entertainment: "The success of NFL GameDay '98 can be attributed to two main factors: the game's graphic superiority and intense realism. These key attributes have broadened the appeal of NFL GameDay '98 beyond traditional videogame enthusiasts to now include a wider user base. Consumers, the media and numerous professional football players have praised us for our attention to detail, incredibly realistic graphics and flawless gameplay. We're very proud of our accomplishments." As a magazine that has trumpeted GameDay's praises since its initial release, and been endlessly flamed by Madden fans as a result, this news pleased us greatly. (Of course, you also have to factor in GameDay's lower retail price — about $40, while Madden NFL 98 hovered at about $50.)

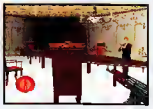
Sony and PaRappa: Sony of Japan held an early-January party at which they made two very cool announcements: worldwide sales of PaRappa the Rapper have gone over the million-unit mark, and PaRappa the Rapper 2 is a go. Masaya Matsuura, the musician whose compositions made the game so unforgettably amusing, said that the game was already in the production phase, but Mr. M wouldn't reveal the storyline or the planned release.

Sony and Pirates: On December 17, Sony filed suit against six naughty companies they accuse of selling bootleg copies of PlayStation games over the Internet. The charges include copyright infringement, trademark infringement and false advertising. Most of the companies were using the front of a "game backup" service; Sony pointed out in their suit that it's illegal to copy PlayStation games for any purpose, and it's doubly illegal to claim that the "backup" service is lawful. Riley R. Russell, Vice President of Legal and Business Affairs, Sony Computer Entertainment America: "There are numerous parties that are being adversely affected by the illegal sale of counterfeit software. First, the consumer is paying for a grossly inferior software product with no recourse for replacement. Second, the third-party publishers — companies who spend their company's time, money and personnel producing game software — deserve to be compensated from the legitimate sale of their game software. These people are artists and their efforts should be recognized. Finally, as the game console manufacturer, the integrity of our brand name is being maliciously damaged." It's great to see Sony cracking down on piracy; although it's only being practiced by the hardest of hardcore gamers — seriously, how many people do you know with "modified" PlayStations? — it's still unhealthy for the gaming industry at large.

Sony and Square: At press time, it was reported (but not confirmed) that Sony had won the rights to publish Square's spectacular 3D shooter Einhander in the States. It's known that Square has been feeling out the possibility of self-publishing their PlayStation product in the U.S. as they do in Japan, but perhaps they're realizing that working with the world's most dominant game company isn't such a bad thing.

PLAYSTATION... SONY PLAYSTATION

MGM Interactive, along with Black Ops (Agile Warrior, Black Dawn, Treasures of the Deep) are currently in the process of developing "Tomorrow Never Dies" for the PlayStation. Not to be outdone by Nintendo's immensely popular Goldeneye, the developers have set out to push the limits of the hardware with a completely unique game engine that will seamlessly combine a variety of different game mechanics — such as driving, flying, skiing, underwater and first/third-person environments. The events of Tomorrow will actually take place after the movie, with a completely new storyline written exclusively for the game and will encompass all of the great action sequences that make James Bond flicks so famous.



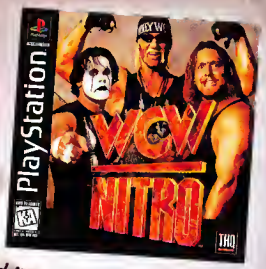
ROMERO DIRECTS

Here's a look at the filming of Capcom's Japanese Resident Evil 2 commercial, filmed and directed by none other than George Romero, one of Hollywood's most famous horror film makers and the man responsible for Night of the Living Dead. There are currently no plans to run this commercial in the states... too bad.

PS

EX NEWS

too much for you?



Over 20 WCW and NWO superstars with all of their special moves & taunts, awesome tag team action, real ring announcers and theme music, "run-in" match disruptions, hidden characters including managers... It's enough to make your head swim.

"The most true-to-life wrestling game on the market!" Gamespot

Featuring: Hollywood Hogan, "Macho Man" Randy Savage, Lex Luger, Syxx, Ric Flair, Sting, The Giant, Dean Malenko, and many more! Get beaten by the best!

THQ

www.thq.com
www.WCWwrestling.com
Visit your local retailer or call 1-818-225-5167 for orders only

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PlayStation Gaming News

From Around The Globe

TOP 10 BEST SELLING PLAYSTATION TITLES RANKED ON UNIT SALES NOVEMBER, 1997

1 last month **

NBA Live 98
EA
average retail price $48

GOLD

2 last month **

Crash Bandicoot 2
Sony
average retail price $35

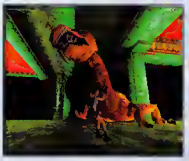
PLATINUM

3 last month 2

NFL GameDay 98
Sony
average retail price $35

PLATINUM

4 last month **



Tomb Raider 2
EIDOS
average retail price $50

PLATINUM

5 last month 3

NASCAR 98
EA
average retail price $41

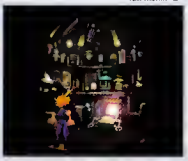
SILVER

6 last month 4

Madden NFL 98
EA
average retail price $37

SILVER

7 last month 1



Final Fantasy VII
Sony
average retail price $50

PLATINUM

8 last month 6

Crash Bandicoot
Sony
average retail price $22

PLATINUM

9 last month **

Jet Moto 2
Sony
average retail price $41

GOLD

10 last month **

Jampack Vol. 2
Sony
average retail price $4

Source: NPD TRSTS Video Games Tracking Service • 9,100 outlets across the U.S.
900 West Shore Road, Port Washington, NY 11050
(516) 625-2294

The ratings reflected above are those of Dimension Publishing and do not represent the opinions of NPD TRSTS.

** Not in Top 10 Last Month

EX NEWS

PSYGNOSIS

A game developed by people with racing in their blood.

The French sure know how to drive.

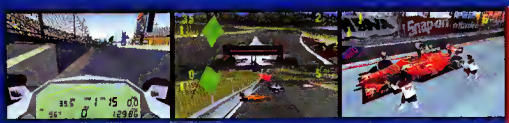
I sure hope Santa brings us a new turbocharger!

Christian makes us proud, again.

Granny can get that chair moving!

Rex - our team dog.

Introducing the only game designed with the help of America's favorite racing family. Newman/Haas Racing. ***Welcome to the family.***



© 1997 Psygnosis Ltd. Psygnosis and the Psygnosis logo are ™ or ® and © 1996-7 Psygnosis Ltd. Developed by Studio 33 (UK) Ltd. in conjunction with Bizarre Creations. Newman/Haas is a trademark of Newman/Haas Racing. Real tracks and drivers appear under licence. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. ALL RIGHTS RESERVED

NEWMAN HAAS RACING

a winning indy car tradition

Get in touch with your dark side.

"The first Batman game worth bragging about." - PSM

"...Batman has finally arrived in style." - Ultra Game Players

"The graphics are phenomenal, and the capes and environments need to be seen to be believed." - Game Informer

"BATMAN & ROBIN looks spectacular." - GamePro

BATMAN & ROBIN™

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Acclaim
www.acclaimnation.com

SEND US YOUR CODES AND WIN BIG PRIZES!

Each month we'll pick the best code sent in by our loyal and intelligent readers and send that person a brand spankin' new copy of ASCII's hot new Drivin' Destruction game for the PlayStation, Felony 11-79 or, if fighting's your thing, ASCII's SpecializedStick (you decide). But wait! That's not all: if you act now, we'll also include ASCII's super stylish ASCII Grip one-handed controller for the PlayStation, for your controlling pleasure, PLUS twelve (12) free issues of the best, the first, monthly dedicated PlayStation magazine, PSExtreme, of course! Whoa! That's a lot of cool stuff for just a code; what are you waiting for?

WE HAVE A WINNER!

Congratulations and thanks go to this month's winner, Chase Elliott of Nelsonville, OH. Chase was the first in the world to send us these essential cheats for Frogger. Chase, you code monger, you're the man. You've made millions happy and the world is now a little bit better place to be. If any game needs cheats, it's Frogger. We love yuh, man. Thanks and congrats.

Frogger

LEVEL SELECT
Pause the game during play and press →, ■, △, ■, △, R1, L1, R1, L1, ○.

INFINITE LIVES
Pause the game during game play and press →, ■, △, ■, △, ✕.

CONTEST RULES: Anyone of any age can enter. The only people not eligible to win are employees of Dimension Publishing or ASCII Entertainment, their friends, family, pets and anyone they talk to or know of. Dimension Publishing reserves the right to make any and all decisions regarding the contest. One winner per month will be chosen, at Dimension Publishing's discretion, based on the code or trick supplied by the entrant. If you win but do not specify, in your code submission, which prize you want to receive (Felony 11-79 or an ASCII SpecializedStick), then we will choose for you.

Colony Wars

PASSWORDS:
Level Select: Commander*Jeffer
Unlimited Primary Power: Tranquillex
Unlimited Secondary weapons: Memo*X33RTY
Unlimited Shields: Hestas*Retort
Disable Cheats: All*cheats*off
Code submitted by Chase Elliott

Street Fighter EX+α

HIDDEN BARREL GAME:
Go to practice and press Select, ↑,↑,→,↓,→,↑, Select.
Code submitted by Stephen Zerance

G-Police

FAST CARS:
Enter the password BENIHILL to speed everything up.
SIRENS:
Enter the password WOOWOO to hear the not-so-soothing wailing of police sirens.

Parappa the Rapper

HIDDEN GRAPHICS:
If you press and hold ↑ on the D-pad while playing the game, normally unseen graphics pop up in the background. In Stage 1, for example, you get a sneak peek at Chop Chop Master Onion in the shower, and a kid ninja sticking out of the ceiling. In Stage 2, you see the Frog hitchhiking on the side of the road.
HIDDEN STAGE:
The first time you play through a level, the highest rating you can achieve is Good. When you go back and play it again (using the STAGE SELECT option), you can achieve Cool. When you hit Cool, the background changes and the Master flies off the screen, allowing you to freestyle-rap and score huge points. Finish the stage with a Cool rating and you earn a crown. Earn crowns on all six stages and you open a hidden seventh stage. This stage, called KT & The Sunny Funny Band (a twist on the real-life KC & The Sunshine Band, get it?), appears only on the STAGE SELECT screen. Select the stage to watch Sunny and Katy get down and boogie. Press △ to change Sunny's outfit and ✕ to change Katy's; they each have three. Press ■ to change Sunny's dancing style and ○ to change Katy's; they each have six. Press R1 or R2 to zoom in and L1 or L2 to zoom out. Use the D-pad to move the camera.

Underground 1-4

CODE COLLECTION:
Here's every code we could find for the first four editions of Sony's quarterly CD-ROM "magazine." Dig out your back issues and try 'em out!

TO FIND OUT WHICH BASEBALL GAME IS RIGHT FOR YOU, ANSWER THIS TRUE OR FALSE QUESTION:

THE PITCHER WINDS UP AND DELIVERS THE PITCH. IT LANDS SHORT OF THE PLATE AND BOUNCES OFF THE GRASS AND UP TOWARD THE BATTER. THE BATTER TAKES A STRONG SWING AND KNOCKS IT OUT OF THE PARK. IT'S A HOME RUN!

TRUE
(GO TO PAGE 52)

or

FALSE
(GO TO PAGE 27)

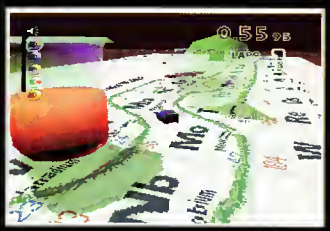
Underground 1 Disc 1
BLASTO VIDEO:
Hold L2+L2+R1+R1 and press S at Download Station.
COOL BOARDERS CODE:
Press ■, △, ○ at Tech Q&A.
CREDITS:
Press ■, △, ○, ✕ at the Main Menu.
JET MOTO CODE:
Press △, △, △ at Code Book.
NFL GAMEDAY '97 CODE:
Hold L2+L2+R1+R2 at Behind the Scenes.
TWISTED METAL 2 CODE:
Press ○, △, ■ at the Main Menu.
Underground 1 Disc 2
GINUWINE MUSIC VIDEO:
Hold L1+L2+R1+R1 at In Stores Now.
NHL CONTEST:
Press △, ○, △, ■ at Coming Soon.
RESIDENT EVIL 2 VIDEO:
Press △, △, △ at Coming Soon.
THE URGE MUSIC VIDEO:
Press △, ■, ○ at the Main Menu.
Underground 2 Disc 1
BLASTO PIC:
Press ○, ■, △, ○ at Tech Q&A.
BLASTO VIDEO:
Press △, ○, ■, △ at Debriefing.
INTELLIGENT QUBE VIDEO:
Press ○, △, ■, △ at Imports.
KI THE ARENA FIGHTERS COMBOS:
Press L1+L2+R1+R1 at the Main Menu.
MECHWARRIOR 2 CODE:
Press ■, △, ○, ○ at the Main Menu.
MUSIC ON/OFF:
Press START at the Main Menu.
PEAK PERFORMANCE CODE:
Hold L1+R1 and press △, ■ at Bulletins.
SLEEPING:
Hold L1+R1 and press ■, ○, △, ■ at R&D.
TWISTED METAL BODY ART:
Press and hold L1+L2+R1+R1+■+△+○.
WCW VS. THE WORLD MOVES:
Press ■, ■, △, △, ○, ○ at Tech Q&A.
Underground 3 Disc 1
HELENE SHEELER PIC:
Press ■+○, △, △ at the Code Archive.
MACHINE HUNTER CODE:
Press ■, △, ○, ■ at the Vault.
MUSIC ON/OFF:
Press START at the Main Menu.
PLAYSTATION'S 2ND BIRTHDAY:
Press △, ○, ■ at the Event Center.
Underground 3 Disc 2
APOLLO 440 MUSIC VIDEO:
Press △, ○, △, △, ■, ■ at the Main Menu.
BLASTO PREVIEW:
Press L1+L2+R1+R1 at the Main Menu.
CRASH BANDICOOT 2:
Press ○, △, ■, ○ at the Main Menu.
SPAWN PREVIEW:
Press △, ○, △, ○ at the Main Menu.
Underground 4 Disc 1
MEMORY CARD AD:
Press ■, ○, ■, △ at the Code Archive.
MUSIC ON/OFF:
Press START at the Main Menu.
PERRY RODGERS:
Hold ■+○ and press △, △, △.

Underground 4 Disc 2
LET IT SNOW:
Press L1+L2+R1+R1 at the Main Menu.
OUR LADY PEACE MUSIC VIDEO:
Press ○, △, ○, ■, ○ at the Main Menu.
RED ASPHALT CODES:
Press ■, △, ■, ○ at the Main Menu.
RESIDENT EVIL 2 VIDEO:
Press △, ■, △, ■, △ at the Main Menu.
TWISTED METAL SWEET TOOTH ENDING MOVIE:
Hold △+○ and press ■, ■.

MK Mythologies

PASSWORDS:
TEN URNS OF VITALITY: NXCVSZ
1000 LIVES: GTTBHR
CREDITS: CRVDTS
MISSION 2: THWMSB
MISSION 3: CNSZDG
MISSION 4: ZVRKDM
MISSION 5: JYPPHD
MISSION 6: RGTKCS
MISSION 7: QFTLWN
MISSION 8: XJKNZT
FIGHT SHINNOK:
When you die before a checkpoint, hold L1 to fight Shinnok.
FORTRESS STAGE:
Enter the password ZCHRRY to start at the Fortress with 20,000 experience points.
Passwords. submitted by Joseph Jaen

Micro Machines V3



Pause the game and enter one of the following cheats:
CAMERA BEHIND CAR:
←, →, ■, ○, ←, →, ■, ○.
CHANGE CARS:
↓, ↓, ↑, ↑, →, →, ←, ←.
CHANGE OBJECTS:
△, ■, ■, △, ■, ■, △, ✕.
DOUBLE SPEED:
■, ✕, ○, ■, △, ✕, ✕, ✕, ✕.
SLOWER OPPONENTS:
○, △, ■, ✕, ○, △, ■, ✕.
DEBUG MODE:
During the game, press ■, ↑, ←, ↓, →, ■, ■, ○, ○, △, ✕. Then use one of the following codes:
BIGGER CARS:
○+■+△+✕.
CHANGE VIEW:
SELECT+any direction on the D-pad.
WIN RACE:
SELECT+✕.
ZOOM IN/OUT:
SELECT+L1 or SELECT+L2.
9 LIVES:
Enter the name CATLIVES for nine lives. How cliched.
MULTIPLAYER TRACK SELECT:
Enter the name GIMMEALL to pick a course.

Grand Tour Racing '98

EASTER ISLAND WARP:
On the second stage of Easter Island, drive through the course to the lagoon. Drive around the lagoon (look for a cruise ship to the right as you reach the end). Just before the sharp right are barriers to the left. Drive around the barriers and down the beach to a glowing red bubble. Touch the bubble to warp into a rally car race.

C&C: Red Alert

CODES:
Use the ○ button (or whatever button is configured as "Cancel") and click on these symbol combinations on the sidebar.
INSTANT MONEY:
■, ■, ○, ✕, △, ○.

WRONG!

SORRY, THE HOMERUN COUNTS. BUT DON'T WORRY, THERE ARE STILL PLENTY OF BASEBALL GAMES FOR ROOKIES – SIMPLE GAMES WHERE YOU CAN HIT THE BALL EVERY PITCH. YOU KNOW, THE ONES WITH PRETTY LIGHTS AND NEAT SOUNDS. GREAT FOR PEOPLE WHO ARE JUST STARTING TO LEARN ABOUT BASEBALL.

FOR THE CORRECT ANSWER
GO TO PAGE 52.

VR SPORTS

VR BASEBALL™ 99

GAME SHARK Codez

Welcome to the Game Shark section. Each month we'll list the newest and coolest codes right here for your cheat'n pleasure. Warning: These codes won't work without a Game Shark. For the latest codez and info, get on the internet and check www.gameshark.com, gscc.simplenet.com or www.datel.co.uk. If you find a code doesn't work, you may need to upgrade your Game Shark. Check your instruction manual for details. (Most of these codes are "unofficial" and may or may not work correctly at all. Use at your own risk.)

ALUNDRA (GS v1.99)

```
All Keys.....801DD6C40063
             801DD6F40001
             801DD6FC0001
Infinite Gilder.....801DD5C4270F
Infinite Magic.....801DD5C00004
                   801DD5C20004
Infinite/Max Health.....801AC4AC0032
                        801AC4B00032
Invincibility.....801AC664004E
```

BEAST WARS: TRANSFORMERS (GS v1.99)

```
Infinite Energon.....800D357A0000
Infinite Health.....800D33DC1518
```

BUG RIDERS (GS v1.99)

```
Time Trial Rings.....800C03E20049
Campaign Instant Win.....800C03C40003
Exterminate Game Kill.....800C04080060
```

NOTE: For the Instant Win code, turn the Game Shark on and off before the start of the race.

TEST DRIVE 4 (GS v1.99)

```
Infinite Time.....80079956783B
Always 1st.....800799720001
Unlock Secret Cars.....80064712080A
                       80064714D0DC
Unlock Secret Tracks.....80064748060A
                         8006474A0807
                         8006474C0A09
```

MICRO MACHINES V3 (GS v1.99)

```
Always Come In First.....8013A93E 0000
                         8013ABC2 0000
                         8013AE46 0000
                         8013B0CA 0000
```

G-POLICE (GS v1.99)

```
Infinite 6000 EPP.....800F5CDA 0063
Infinite 6000 Rockets.....800F5CBA 0063
Infinite Rockets.....800F5CB8 0063
Infinite Hyper Missiles.....800F5CAC 0063
Infinite Starburst Missiles....800F5CB4 0063
Infinite Cluster Bombs.....800F5CBC 0063
Infinite Firestreak Missiles...800F5CB0 0063
Infinite Lasers.....800F5CD4 0063
Infinite Plasma Beam.....800F5CD2 0063
Infinite EPP.....800F5CD8 0063
Infinite Drop Bombs.....800F5CE2 0063
Infinite Supplies.....800F5CE4 0063
```

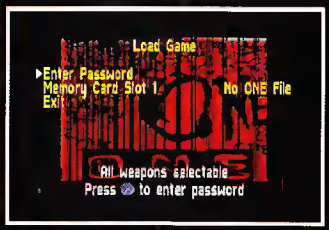
NFL GAMEDAY '98 (GS v1.97)

```
Infinite Time to Choose Plays..800F48C2 0029
Infinits Time.....800F48BA 0009
Infinite Time Outs Away Team...800F47CE 0003
Infinite Time Outs Home Team...800F47CC 0003
```

ALL THE ABOVE CODES WERE LIFTED FROM gscc.simplenet.com

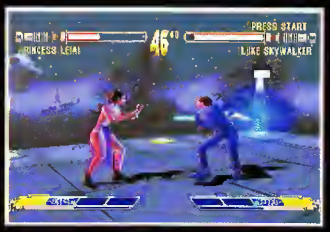
INSTANT NUKE: ○, ✕, ○, △, □, △.
INSTANT VICTORY: ✕, □, □, ○, △, ○.

One



ALL WEAPONS:
Enter the password MAXPOWER for everything to shoot with.
LEVEL SELECT:
Enter the password HEVYFEET to start where you darn well want to start.

Star Wars: Masters



CHEATS:
All the following cheats are maneuvered during the character loading screen and appear only in "Versus" or "Practice" modes.
BIG HEAD:
Hold down the "Select" button during loading.
SUPER DEFORMED:
Hold down the "Select", the "↓", and the "✕" keys during loading.
POWER & LIFE REGENERATION:
Hold down the "←" and the "Select" keys during loading.
AUTO-BLOCKING:
Hold down the "↑", the "↗" and the "Select" keys during loading.
TINY MODE:
Hold down the "Select", the "↓", the "✕" and the "R2" buttons during loading.
HIDDEN CHARACTERS/ARENA SELECT
All the following characters or arena select features can only be unlocked if "Player Change @ Continue" (in the Options Menu) is set to "no", which is also the default setting.
Unlock Darth by playing through "Arcade" mode, with Luke Skywalker, on "Standard" (or higher, "Jedi") difficulty.
Unlock Stormtrooper by playing through "Arcade" mode, with Han Solo, on "Standard" (or higher, "Jedi") difficulty.
Unlock Mara Jade by holding down the L1, L1 and R1 buttons as you enter "Team" mode on "Jedi" difficulty. (The computer will preselect the Rebellion side for Player 1 and the Empire side for the CPU/Player 2, and you will see a text message, "Battle for Mara Jade.") Win the battle against the Empire and Mara Jade will be awarded to you.
Unlock Jodo Kast by playing and winning against seven or more characters in "Survival" mode.
Unlock "Slave Leia" by playing through "Arcade" mode, with Princess Leia, on "Jedi" difficulty.
Unlock the ability to select arenas (in "Practice" and "Arcade" modes only) by playing through "Arcade" mode, with Chewbacca, on "Standard" (or higher, "Jedi") difficulty.

Moto Racer

Enter the following codes at the Title Screen.
VIEW CREDITS:
○, △, ○, ○, △, ○, ↑, →, ↓, ✕.
VIEW WINNING FMV:
○, △, ○, △, ○, △, L1, ↑, R2, ✕.
OPEN ALL TRACKS:
↑, ↑, ↓, →, ↓, ↓, ○, R2, △, ✕.
OPEN ALL REVERSE TRACKS:
↓, ↓, ↓, ←, ↑, ↑, ○, L2, △, ✕.
NIGHT TIME:
↑, ○, L2, ↓, △, L2, ○, ↓, R1, ✕.
MINI BIKES:
↑, ↓, R2, L1, ↓, ↑, L1, ✕.
OPPONENTS MAX 50MPH:
↓, ↓, ↓, ○, L2, ○, L1, ↓, ↓, ✕.
TURBO:
↑, ↑, ↑, △, R1, △, R2, ↑, ↑, ✕.

Send all code submissions to:
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Dimension Publishing
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Foster City, CA 94404
or email us at: **d3@quake.net**

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ROAD RASH 3D

Recently, we were given an opportunity to sit down and talk with Hunter Smith, a producer at Electronic Arts whose past credits encompass most of the previous versions of Road Rash (from Road Rash 3 on the Genesis to the most recent version of Road Rash for the 3DO, Saturn and PlayStation), regarding Road Rash 3D for the PlayStation, the latest high-speed slam-fest incarnation of one of the all-time popular racing series. Here then, are Hanter's comments on various aspects of the game:

Creating a 3D world: "The previous versions were strips of track and, as the player advanced from level to level, we added more track to make it longer. Now we've created a complete 3D world with 150 kilometers of road. We went around the northern-California area, picked areas we like to ride in and obtained the USGS (U.S. Geological Survey) satellite data. We brought the data, the elevation and the shape of the terrain, into a 3D-rendering program and made a mesh of it. We created a programming tool to build the courses out of the USGS data. And we made a world. The roads are much richer than the previous versions — flora and fauna on the roadside, rolling hills, all interconnected. At the beginning of the game, we want the player to learn to drive well. Then we want him to drive and interact with the other racers. There are eight races in Level 1, 10 or 12 in Level 2, and 12 in Level 3; the player has to finish in the top three of all the races to advance."

"We're playing with the flexibility of going off the course. After all, it's a race, and there's a certain route you have to take. We're putting in course markers and directional markers. We're still putting the races together, and simply cruising the roads is fun. It feels really good. So how do we take advantage of that part of the game engine? What if I'm interested in just going for a ride? So we're focusing on allowing more flexibility in that regard."

"The previous Road Rashes automatically kept you in the road and toward the center line. This is full 3D, so you're in full control. It's amazing how different 3D makes a bike feel — you're leaning into a turn, the rear wheel slides out, the bikes slides over and you see yourself roll."

Bikes and gangs: "There are four different gangs. Each one rides a certain type of bike and has their own 'hangout' in the 3D world. The bike type corresponds to the terrain where the gang is based. The gang with the big, fat cruisers rides in an open area with a lot of hills. A second gang rides along curvy canyon roads. The third gang, the Café Boyd, ride Japanese rocket bikes. And the fourth gang, the grungy urban-industrial riders, have rat bikes, which are really popular in Europe right now. They look like Mad Max types. There are three 'levels' of bike within each type, and you earn money in races to buy better ones."

Rumbling with other racers: "We haven't really changed the style. We're never going to have weapons that maim or hurt, because you just want the other racer out of your way. And we're never going to have projectiles, because the idea is to be next to

EXCLUSIVE

the other guy with handheld weapons — clubs, chains, cattle prods. The weapons also relate to each of the gangs. They race and fight differently. In the previous games, they all rode the same type of bikes, and everyone looked the same. Now they look very different."

"The gangs relate to each other in the game world, with their own rivalries between each other. If you stay friendly with a gang, no one will take a thorn out of your paw, but they'll remain neutral towards you. If you beat a guy on the head, his buddies will come after you. We thought about adding some role-playing elements, having you become a gang member, but that wasn't what Road Rash is about. So you race against the gangs. There are about 12 members of each gang, and 16 bikers in each race — four from each gang, and you."

"We're designing the interaction with the police right now. There'll be more than one cop in the world; they'll almost be a gang in and of themselves. They'll bust the AI bikers. You never saw them busting AI racers in previous versions, which made sense, since it focused the action on you."

"We have more kicks and punches, and we've included blocking and ducking. We're working on a more dramatic camera angle, seeing how close we can get to the action. If we made the coolest possible fighting camera, you wouldn't be able to see the road! We hired professional stuntmen for our motion-capture session, had them flying across the room and flailing into walls. It was probably the most difficult motion-capture session EA has ever done — fun, but very challenging, because these guys were rolling all over the place. What's really interesting is how different the feel of fighting is in 3D. You can really feel the bike rolling over. The sense of interaction is much more dramatic."

How it looks: "Road Rash 3D will run between 20 and 30 frames per second, at a medium resolution, to give us enough detail. Other games that use the high-res mode have a car and one or two vehicles on the screen. We need enough detail in Road Rash 3D to have a world that looks and feels like a world. You have a 360-degree view of the terrain, able to see the road winding ten kilometers into the distance. You can see a city and drive into it. It's not a static background, it's totally 3D. We have 5,000 frames of animation."

The physics of 3D: "In almost every racing game I've seen, you're on a 'rail,' with walls you bounce off. In a 3D world, when you drive off the road, fly off a sand dune, the gameplay feel changes dramatically."

The limitations of the PlayStation: "The PS has two megabytes of memory, and a double-speed CD-ROM that's not the most reliable. No one uses 2X CD-ROMs anymore [on PCs]. But we're working our way around it. Other racing games will have one bike, and change the palette to 'change' the bikes. We have a huge world with a variety of bikers. I can't imagine anyone able to do any more with the PS than we have."

Video clips: "Our FMV scenes have actual actors. One of the things FMV can do really well is to fill out a world, fill out a plot. Most of the clips in the last version were over 30 seconds long. Here, they're just 10-15 second commercials. We want you to watch it three or four times and see something new every time."

ZACH

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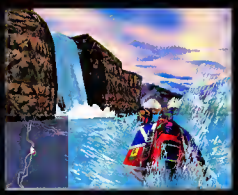
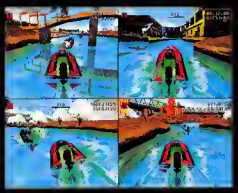


You'll have to adjust your engine trim to maximize speed and control.



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VR SPORTS

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PlayStation

Designed for Microsoft Windows 95

PENTIUM II/III

VR Sports 16815 Von Karman Avenue Irvine, CA 92606

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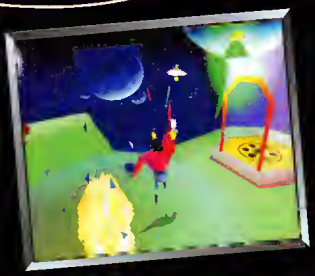
BLASTO

Blasto is finally coming, just as SCEA promised us back at E3 last year. One of the first big projects completed by Sony's in-house Foster City team, Blasto is all set to ride the rocket to success — straight into your PlayStation this March.

We join up with our big blonde bozo in the newest build of the game from Sony, showing off the brand spankin' new CG rendered intro, featuring the sarcastic tones of Mr. News Radio himself, Phil Hartman. The movie sets us up for the Big Showdown between Captain Blasto and his old nemesis Bosc. Seems that the pear-headed dictator is readying his troops to march out of their exile in the Fifth Dimension to take over the whole freakin' universe.

Blasto, needless to say, is not about to take that kinda crapola sittin' down, friends.

Phil Hartman's voice is used throughout the game in the form of Gex-ish one liners and comments. While the barrel-chested, big-chinned look may bring to mind past gaming nightmares like Cyclone Studio's Captain Quazar or (shudder) Capcom Digital Studio's Major Damage, the important difference is that Blasto is not an idiot. Hartman's dry tones match the over-blown hero's appearance, mocking his foes and building himself up without coming off like a moron. Blasto's over-confidence is



funny to adults and kids at the same time, much as Bugs Bunny or Rocky and Bullwinkle are.

As a side benefit, you can tone down or switch off the chatter if it starts to get under your skin.

Play controls are coming along very nicely, with built-in support for the Sony Analog pad implemented for smoother gameplay. One of the biggest complaints leveled against 3D action games in the past has been the lack of decent in-game camera control. To combat this, Sony's smarty-pants development team has implemented a dynamic camera control system that not only lets you free-look around your environment, but also lets you lock your camera to whichever angle suits you best. This is especially useful for making tricky jumps from platform to platform when there's nothing below you but deep space or boiling lava.

So far, Blasto's definitely got the looks down.

EXCLUSIVE

The lighting effects are very nice, with slick bloster shots, tronsporent gloss ond sporkling explasians standing aut against lightly textured, cortoonish surroundings. Far the first time, software enviranment mapping hos been produced in o PloyStotion game, which means thot the Blasta character will react dynomically ta the light sources in the levels, alternoting through different degrees of light ond shadaw. Environment mopping is also the secret behind Blasta's indestructible golden metallic form, so impress a friend with yaur grasp of high-tech lingo.

Looking like o cross between o Loony Taans "Duck Dadgers in the 24 1/2 Century" cortoon and an episode of "Flash Gordan," Blasta captures the nostalgic retro-futuristic look of 1950's sci-fi ond onimatian. Big raund rocketships, little green men, goofy royguns ond a big chested hera simultaneously parody ond pay hamage to every little kid's pre-Stor Wors dreams of the future.

GREG

INNOVATION REAL ARCADE LIGHT GUN

After seeing this gun for the first time, at ECTS in London, I proceeded to spend the next three days trying to beg, borrow or steal one of these babies from the people running the booth. Alas and alack, to no avail. Why was I so blown away? Being a huge fan of Time Crisis, I was immediately drawn to the Real Arcade's recoil action force feedback. Whenever you pull the trigger, the top half of the gun kicks back, simulating the action of a real automatic pistol. Because the lens is housed in the lower portion of the gun, to prevent wear and tear from the recoil, it doesn't aim like your normal gun. The Real Arcade works with Time Crisis through the RCA video output jack, just like the GunCon, and it comes with a foot pedal you can hook up for the true Time Crisis experience. The gun also works with normal light gun games (there's a switch on the side for Normal or GunCon modes) and the recoil is independent of the software, so even stinkers like Crypt Killer are moderately more fun. The downside is that the gun needs an external power source to run the force feedback, so there's a nightmarish spaghetti of cables running out of the bottom of the pistol's grip: one to connect to the PlayStation controller input and video output, one for a DC power jack that plugs into the wall and a third to connect the pistol to the foot pedal. There are some slight bugs in the gun; the accuracy is poor even after being calibrated on GunCon mode and the gun is really, really heavy. While I really liked the recoil action, this gun isn't worth it in the long run, unless you've got money to burn or are a huge fan of the Time Crisis arcade game.

NUBY PEACEMAKER

Why is it that there are always a million different kinds of light guns available for a video game system, when there are usually only a handful of games that support them? The Peacemaker is a well balanced gun that feels good in your hands without weighing a ton. It comes in a lovely bright lime green color to prevent you from being shot by the cops while playing Die Hard Trilogy or Area 51. Special features include an ammo reload button that will refill your clip without having to shoot off-screen, three speeds of reload time and an easy-to-reach special button. Manual reload, while a good idea, doesn't always work that well with different games and it's almost as easy to simply point off screen. The trigger pull is smooth, but makes a clicking noise that can become grating to other people in the room, and the spring that provides the smoothness is a little tight until you break it in, which can result in a sore trigger finger. Accuracy, which can be a problem with some of the cheaper guns, seems nice and focused. A foot pedal is available separately to use with the Peacemaker, used for manual reload. Right now, the best shooter around is Time Crisis and the Peacemaker doesn't work Namco's high-tech shooter. On the whole, a decent light gun, but nothing special.

NUBY REMOTE WIZARD WIRELESS CONTROL PADS

I've got a big-ass TV plunked square in the middle of my living room and it's no fun playing PlayStation games two feet away from the massive screen. A couple months ago, I went on a quest to find the best infrared controllers I could possibly find and once again, the pros at Nuby have delivered. The Remote Wizard comes with two controllers and a receiver that you plug into your PSX for gaming without all the messy cords. As a bonus, you can also program the pads to act as a remote for your TV. What a cool extra to throw in. The Nuby pads are rugged little buggers, able to withstand being lost in the sofa cushions or dropped on the floor when being thrown to the next player across the room and also have great response between input on the pad and action on the screen. They do tend to suck the juice out of the batteries (2 AAA batteries per pad) quickly, but the upshot is that you can tuck your PSX away and play without controller cables tripping people up.

BY CHRIS KRAMER

EXCESSORY

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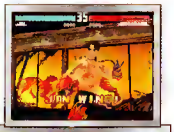
TEKKEN 3

NAMCO • MAY

Can it be done? Can one of the most graphically stunning arcade games of last year be successfully converted to the PlayStation, without major alterations or downgrades? Namco thinks it can be done and they're the ones who should know, since Tekken 2 remained one of the hottest selling fighters this past holiday season, well over a year after the game's release. Tekken 3 should be just as magical as the last installment, hopefully even better. Namco recently released screen shots showing an unusual addition to the already stuffed roster of combatants. These screens show off Gon, a popular Japanese manga character. Gon's basically a Sanrio version of Godzilla — imagine a three foot tall, fire-breathing Hello Kitty and you've got the basic idea. Stay tuned to PS Extreme as we'll keep you up to date on the latest Tekken 3 info as it develops.



GRAND TOURISMO

SONY • MARCH

Enter SCEI's Gran Tourismo, a racing game so realistic that you'll wince whenever your car rubs another one of the racers. At this point in time, the Japanese version of the game boasts an insane amount of licensed vehicles — just about anything you can buy straight off the showroom floor of any dealership in Japan can be raced in GT. Controls are very smooth and the game supports the new Japanese Dual Shock pad's force feedback, so you feel it whenever you hit a wall, divider or another car. Changes are still being made to the game, as Sony is still in the process of figuring out which cars will appear in the Stateside version of the game.

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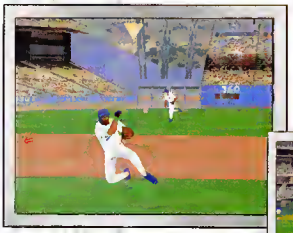
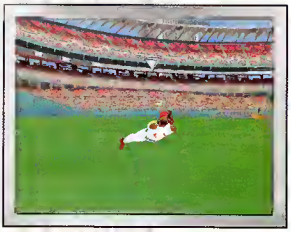
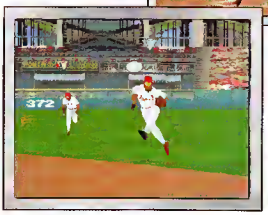
TRIPLE PLAY 99

EA SPORTS • APRIL

Here's the first peek at EA's Triple Play 99, coming to you in time for Opening Day. Although not playable as of this writing, we do have some information that should give some insight as to what to expect in the coming months. First, TP99 features an all new first person batting perspective that gets you closer to the action than prior baseball titles. There's an "Offense Only" action mode that sounds particularly interesting, and a new quick start feature that allows players to get into an exhibition contest without all the hassle. Baseball season is starting to heat up, so keep it here for all the news on Triple Play 99, MLB 99, and VR Baseball 99 — we've got you covered!



MARCH MADNESS

EA SPORTS • MARCH

Hang on to your Air Jordans, hoopsters, 'cause EA Sports is looking to take the claim of number one college hoops game from Mindscape (stop laughing, really, stop laughing). Ok, so it won't be any challenge, but EA Sports will put a ton of stuff into MM98, anyway, including over 100 mens and WOMENS teams. There will also be a Momentum Meter, a weekly top 25 poll, the complete 64 team tournament, and division play. The college scene is obvious with the inclusion of school fight songs, cheers, pep bands, and ruckus fans. The early feel is nothing like EA Sports' NBA Live 98, as there are no fade aways or leaners, and the camera angles aren't as plentiful. We'll have a complete review for y'all next month, so keep it here.

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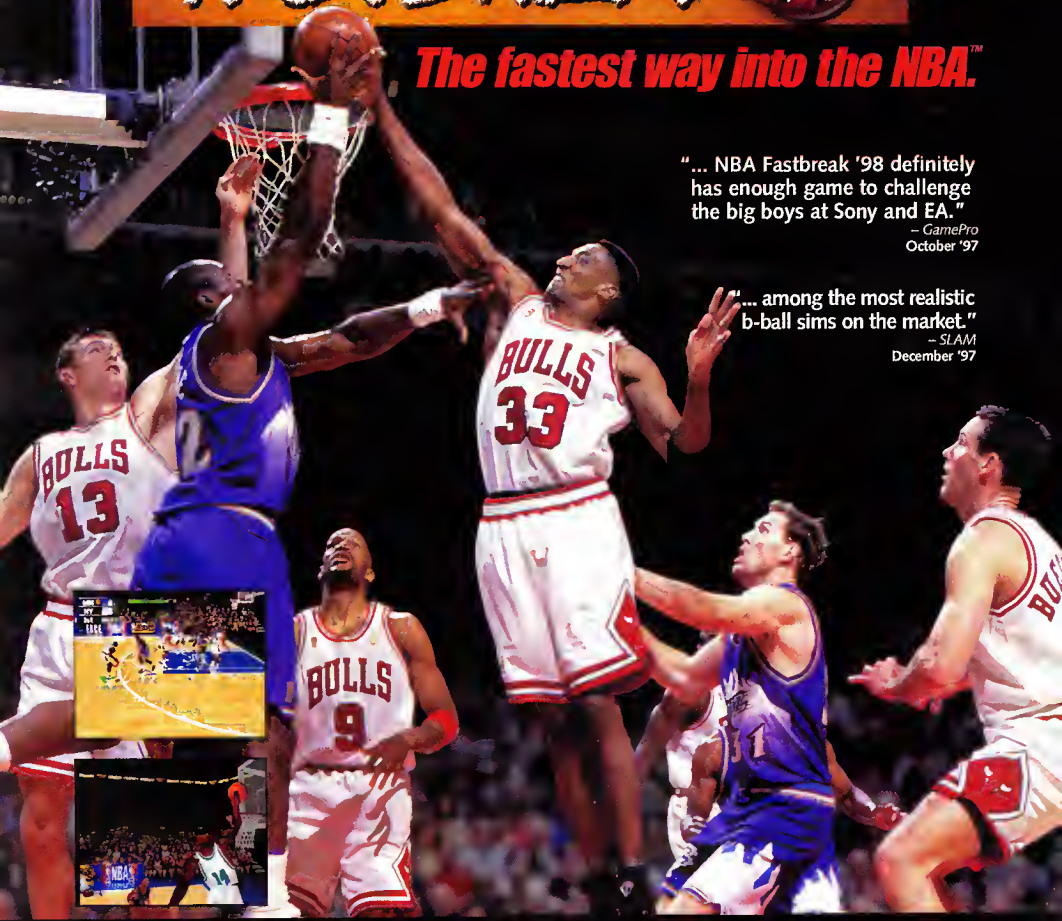
– *SLAM*
December '97



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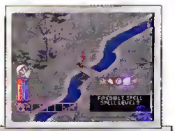
PlayStation

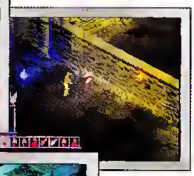
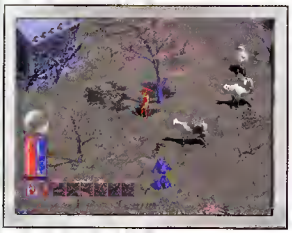
KIDS TO ADULTS
K-A
EARLY CHILDHOOD

DIABLO

EA • MARCH

Diablo, a major success for the PC, is in the final stages of being ported over to the PlayStation. If you're not a card-carrying PC owner and haven't had the opportunity to play this game, it could be best described as a 90s' version of Gauntlet. In the game, you assume the role of one of three different characters: Warrior, Rogue and Sorceror — each with their own set of attributes and abilities which must be developed and matured in order to advance levels and defeat foes. The game is played out via a top-down, isometric perspective and takes place both inside and outside environments. Some of the new features that have been added to the PS port include: two-player single screen mode, new lighting effects, a separate character save option, fully configurable D-Pad support, and a 25% zoomed in view that brings the action closer to the screen.

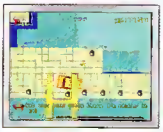
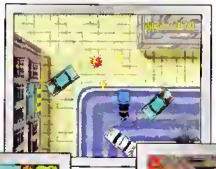
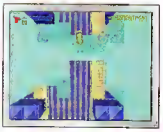
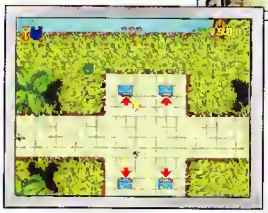


GRAND THEFT AUTO

ASC GAMES • MARCH

Grand Theft Auto, from ASC Games, puts the player in the role of an up-and coming mafioso. In the game, you are given numerous missions to run, such as picking up and dropping off stolen cars, running drugs, taking out rival mafia members and other deviant tasks, using whatever means necessary. See a nice looking Countash stopped at a light? Hop out of your run-down pick-up, run over to it, pull the sucker out of the car and jack it up! Want to add insult to injury? Go ahead and run over the sap for kicks. That's the way it is in GTA, anything goes. Drive through huge city environments, picking up stash, gunning down pedestrians and avoiding the law — good clean fun. The game is played out via a top-down 3D perspective and, obviously, displays extreme amounts of profanity and violence.

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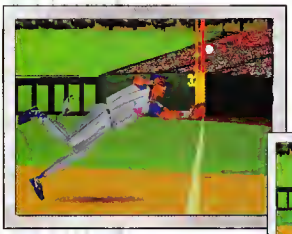
MLB 99

SONY • APRIL

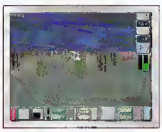
Here's some first-look screens of Sony's baseball game, MLB 99. Sony appears to be cramming all they can into the latest version, with over 140 different pitcher and batter stances, a Spring Training Mode, a new 3D polygonal player model and, hold the horses, Vin Scully doing the play-by-play. That's a pretty darn aggressive list of newbies, and Sony is putting even more stuff into the game, like stadium specific noises, tuned AI, and five sweeping camera angles. From what we've seen, all three of the baseball titles look very impressive, and if they can get the details and subtle nuances down, '98 will be a banner year for video baseball games.

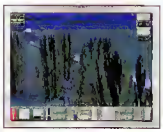


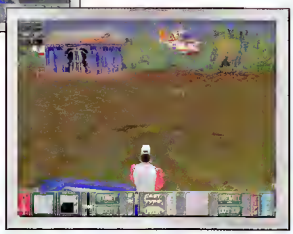
BASS MASTER CLASSIC

THQ • MARCH

THQ is bringing "Bass Master Classic: Tournament Edition" to the PlayStation this March. We know we're a little kooky, but we love fishing games. Of course, this resulted from spending way too much time with our Atari 2600's and Fishing Derby, one of the best fishing games ever created. Be that as it may, this is the third fishing game to be developed, with at least one other on the way. It does seem like a bit much, but there's always room for addictive gameplay experiences. As the name implies, the game is based on probably the most famous fishing tournament in the world and features fishing advice from none other than Roland Martin. Look for more info next month, once we get some play time.







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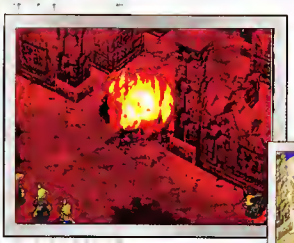
REBUS

ATLUS • JULY

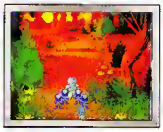
Atlus Software has willingly filled the strategy/RPG gap with Persona, Ogre Battle and Tactics Ogre. Not wanting to stop there, they are currently working on a new strategy/RPG in Japan by the same team that developed Persona, which is tentatively titled Rebus (the title will most likely change for the US version). While it's still early-on in the production process, Rebus looks and plays a lot more like Konami's Vandal Hearts than some of the more simulation-intensive RPGs such as Sony/Square's Final Fantasy Tactics and the aforementioned Ogre titles. Unfortunately, there is little or no information regarding Rebus' back-story as the game is still being worked on in Japan. Atlus is confident they will have an American release this summer, around the same time it ships in Japan. We'll have more information on this title as it becomes available.

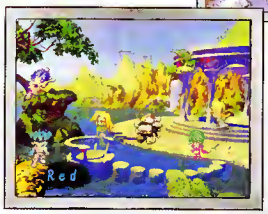


SAGA FRONTIER

SONY • MARCH

SaGa Frontier is the fourth Squaresoft title to be distributed by SCEA, and the second true Square role playing game. SaGa is another of Square's long running RPG series, now being moved over to the PlayStation. While it remains much closer to its Super Nintendo roots, the 32-bit age has definitely given the graphics quite a boost. While not as high in quality as FFVII, SaGa is shaping up as an awesome looking game in its own right, with pre-rendered characters and backgrounds. In SaGa, you've gotta play through each of the six separate characters' individual storylines that eventually come together, so it's almost like getting a few different games in one. There are hidden characters to join your party, secret items to uncover and all sorts of fighting skills and magical spells to learn.

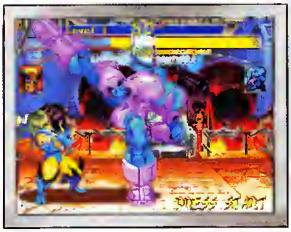




X-MEN: COTA

ACCLAIM • FEBRUARY

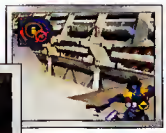
After waiting and waiting and waiting, Acclaim is finally making good on their promise to deliver the arcade smash X-Men: Children of the Atom, for the PlayStation. After lengthy delays, the PSX conversion has been handed over to Probe, who have a long history of porting arcade titles. X-Men was Capcom's answer to those players who complained about the difficulty level of titles like Street Fighter. As a result, the play control is loose and dynamic, letting the player rip out huge special moves and crazy combos just by smashing on all the buttons. X-Men lets you choose from ten of your favorite mutants — Cyclops, Ice Man, Colossus, Storm, Wolverine, Psylocke, Sentinel, Omega Red, Spiral and Silver Samurai — so you can finally live out those Saturday morning cartoon fantasies. Unfortunately, this game may prove to be too little too late, since Capcom has already released Marvel Super Heroes and has X-Men Vs. Street Fighter coming down the pipeline. Look for the full review in the next issue.

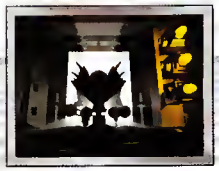


REBOOT

EA • MARCH

Here's our latest preview of EA's ReBoot, a game that we've been looking forward to since last E3 (May '97). The developers have been working long hours making sure that the story line, exclusive for the video game, is well integrated throughout ReBoot's eighteen levels. The hero of ReBoot is Bob, and his main objective is to float around on his zip-board, searching Mainframe (the 3D world) for Tears that will explode if left unmended. Arch nemesis and all around bad guy Megabyte will send out hordes of fiendish robots, saber-toothed sea slugs, psycho fork-lifts, and viral chariots to try and stop Bob. The game looks great, and hopefully we'll have a completely playable version soon.





BATMAN & ROBIN™

Greg osked me to write this month's cover feoture for one very simple reason: I om o life-long Botmon fan. I hove seen every episode of the originol TV show (doting bock to when I wos five yeors old sitting in front of the tube wotching the premiere), every movie, owned olmost every oction figure ond played every Botmon gome on every video gome system thot hos been brought to morket. In foct, I even took my initiol stob ot programming by doing o Botmon gome for the TI 99-4A when I first started college.

Of course, with this level of dedicotion to everything "Bot" comes o certoin degree of cynicism. Accloim, with its release of "Botmon Forever" in the orcodes ond for oll the 16 ond 32-bit systems, become the lotest interoctive softwore publisher to moim the DC/Worner Brothers license. They ore not olone; Sego, Atori, Konomi, NEC, Oceon/Doto Eost ond Sunsoft have oll taken o stob ot creoting o Botmon gome, with limited success. Most of these gomes hove been pure orcode oction with little to no recognition of Botmon's roots os o detective ond crime fighter. The one effort thot stonds out over the 25 year history of video gomes is o little seen or ployed gome from Oceon (Europe), for the Commodore Amigo ond Atori ST computers thot wos bosed on the originol TV series. The problem, os I see it, is thot the gome publishers ond movie producers (with the notoble exception of the first Tim Burton movie with Jock Nicholson os the Joker) hove hod little respect for the depth of the Botmon/Bruce Woyne chorocter.

It is with this mind-set thot I opprooch Accloim's pending releose of "Botmon ond Robin", exclusively for the PloyStotion. Let's foce it folks, the movie wos the worst of the series, with obsolutely terrible octing ond way too mony cooks in the kitchen. The foct thot it wos directed by o Noncy Boy, who wos more interested in showing George Clooney's Latex bockside thon in telling o good story, only mode motters worse.

Typicolly, video gomes thot hove been ottoched to o mojor

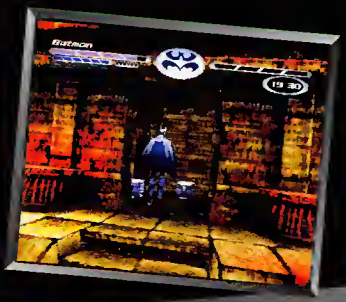
EXTREME

movie license have been, at best, weak (with the notable exception of the amazing "Golden Eye" on N64). It looks like things are about to change because, even at this early stage in the game's development process, the Batman and Robin game is far more intriguing and exciting than the movie on which it was based.

The game begins by giving the player a virtual Gotham City to explore. The adventure is spread over three nights and, basically, follows the plot of the movie. Players can toggle between the three protaganists; Batman, Robin and Batgirl and can go anywhere in the Gotham City map — on foot, by Batmobile, Red Wing, etc. Probe, the game's developer, is giving Batman fans everything they've been crying for, from the ability to go anywhere at any time and drive the bat-vehicles in real-time, to analyzing clues via the Bat Computer and playing the game against the clock.

Graphically, the development team is attempting to replicate the dark and Gothic/futuristic look that has been symbolic of the '80's/'90's films. All of the cut scenes are computer drawn and music, voices and sound effects are straight from the movie.

As of the writing of this feature, I have played through the game to the second mission of the first night. To give you an idea of how Batman and Robin is going to play, I offer the following summary of the first mission. The game began with Batman standing in the Bat Cave, in front of the Bat Computer. I accessed the computer and saw that I had two halves of a paster that, when combined and analyzed, told me that the Sudan Diamond was on display at the Gotham Museum. I backed out of the computer and walked across the Bat Cave to get into the Batmobile and headed toward the museum.



Along the way, there were a number of Mr. Freeze's thugs in my path attempting to destroy my ride. A map was displayed as I was driving to let me know the general location of the museum. Once I arrived (the game doesn't require you to drive — you can get out of the Batmobile at any time and head off on foot through Gotham City), I hopped out of the car and went into the museum. Once in the building, Freeze's thugs came at me and the hand-to-hand combat mode of the game ensued. After taking care of the first two, I spent some time exploring the museum, picking up clues, fighting bad guys and picking up health power-ups and gadgets.

The basic gameplay scenario for the museum was to deactivate the force field around the Sudan Diamond, then snag it before Mr. Freeze had enough time to arrive and take it. This was accomplished by throwing two switches in the museum's lobby area. In addition, I picked up two clues and some new weapons and came across the Turbo Jet Boots that, when activated, allowed me to shoot up to higher areas of the museum. Once I had the diamond in my possession, the game told me to head back to the Bat Cave, where I analyzed the new-found clues on the Bat Computer. Pretty cool stuff!

I also found out that I didn't have to go back to the Bat Cave. There are a number of locations in Gotham City that feature remote terminals for access to the Bat Computer. After analyzing the new clues, I discovered

EXTREME

that I had to get back in the car and find the Gold & Wander jewelry store to stop Freeze's boys from robbing the joint.

In describing the graphic look of Batman and Rabin, I would have to say that it most closely resembles "Tomb Raider." The textures are a little on the rough side, but this is more than made up for by the size of the game and the detail of the play environments. Batman, Rabin and Batgirl also have a number of moves (when fighting) and a truck load of tools and weapons designed to help them in their pursuit af the original Sub Zero.

As yau can see, Accloim and Probe are making all af the right moves in Batman and Robin and attempting to bring home the complete Batman experience. We will keep you posted with new developments as they happen. The game is currently scheduled for a May release.

Dave

CORRECT

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VR BASEBALL™ 99

Actual screen shot.

VR Baseball™ 99. It's a smarter, more accurate baseball game created specifically for baseball enthusiasts like yourself. People who appreciate an AI smart enough to know that **Kenny Lofton** should score from 2nd on a gapper to the wall; that a pitcher should walk **Mark McGwire** with a base open and the game on the line; and that **Raul Mondesi's** gun is strong enough to skip the cut off man and go straight home. This isn't just another baseball game. This is baseball.

VR Baseball 99 has detailed baseball animations including motions for collision. When a runner breaks up a double play and slides into second base, you can see the shortstop get knocked on his butt. **Andruw Jones** will dive to catch hard line drives, and baserunners round the bases instead of making perpendicular cuts. We've also quickened the pace of baseball by adding a variety of quick key short cuts to speed up gameplay, and by adding an innovative menuless pitching interface that let's you pitch to a nearly infinite number of locations instantly. Which means you're now able to throw a **Greg Maddux** fastball without tipping your hand to your opponent.

This is it. The baseball game for baseball purists. So, again, congratulations on passing our test. And now, to reward yourself, head over to your local video game store and pick up a copy of VR Baseball 99. Play what you've been missing.

Available March 1998.

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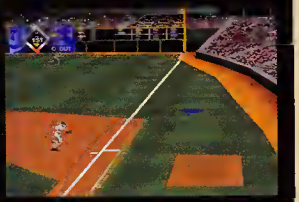

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RESIDENT EVIL 2

PUBLISHED AND DEVELOPED BY CAPCOM

Well, dang, between my pre-preview in the January issue and Greg's cover-story preview in the February issue, it's gonna be quite the challenge saying anything new about this game. But I'll try, dear readers, I'll try. Resident Evil 2 is, of course, the "survival horror" sequel to one of the best-selling (and playing) PlayStation games ever made. It's been nearly two years since the original, an usually long timespan in the gaming world, but there's a good reason: Capcom threw out their initial work on RE2 about two-thirds of the way into the project. And, while I'd be insanely curious to see this unfinished version, it seems Capcom made the right decision. RE2 is a wonderful action/adventure; it preserves or improves everything good in the original, while adding enough new gameplay twists to satisfy the most jaded gamer.

The game is once again set in the strangely named burg of Raccoon City, where the mutagenic "T" Virus, created by the Umbrella Corporation as a biological weapon, has escaped into the environment and turned the vast majority of the populace into brain-chewing zombies. The action is spread out over a variety of locations, ranging from city streets to the Raccoon City P.D. (a mansion-esque four-story structure where a majority of the game takes place) to underground sewers and, finally, the Umbrella Lab.

There are two main characters with which to play through the game: Leon Kennedy, a bold and brash rookie cop, and Claire Redfield, the Harley-straddling sister of RE1 stud-puppy and S.T.A.R.S. member Chris Redfield. Each character gets their own CD, with slightly different cut-

scenes and paths through the game, almost making RE2 two adventures in one. (Well, actually, four adventures in two. I'll explain in a bit.)

Leon and Claire are the leads, but RE2 also has a host of supporting characters. There's the Birkin clan: father William (the supposedly dead creator of the "T" Virus), heartless mother Annette and frightened daughter Sherry. There's the rather attractive Ada Wong, who's come from Chicago to search for her scientist boyfriend. (A beautiful woman attracted to an intelligent man? There goes the suspension of disbelief.) There's the arrogant and suspiciously healthy Brian Irons, Chief of Police. And there are a few surprise guests...

Some of the gameplay aspects are identical to RE1. Saving the game is done with ink ribbons and typewriters; excess items are stored in large chests; herbs of various colors can be combined and eaten (but not smoked) for various health-improving effects. But much of the gameplay is improved over the original. There's more interactivity with the surroundings, more objects

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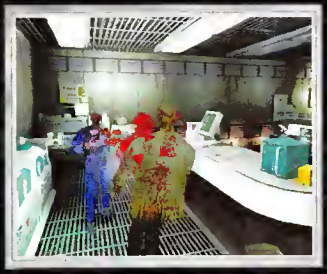

to climb over and move around. There are many more and more varied weapons (bazooka, taser, crossbow, shotgun and submachine gun, to name five), reflecting the game's increased emphasis on action, although the number of puzzles is about the same. There are even multiple difficulty levels (Normal and Easy).

RE1 had multiple endings, depending on how you completed certain tasks in the game, but RE2 has something even better. After beating the game once, you're issued the challenge of a "second quest" with new cut-scenes, new items, new monsters and new bosses. Combine the second quests with the two characters and you're talking a minimum of 50 hours to play through all the various scenarios. That's a whole lotta gameplay for the buck.

The graphics are, for lack of a better word, supercalifragilistic-expialdelicious. The black-and-white live-action intro from RE1 was a campy spectacle, but RE2's action-packed CGI-rendered intro (slightly different for Claire and Leon) ranks right up there with Namco's legendary intros for Soul Blade and Tekken 2. They don't just set up the story; they prepare the player for the visual wonders to follow. The characters walk, run and limp with buttery smoothness, and are drawn with startling attention to detail, from the stylish rips in the denim shorts of the once-babealicious female zombies to the creases of concern in the faces of Claire and Leon (whose heads tilt and turn to follow the action). There are several Depends-filling moments, equally as terrifying as RE1's zombie mutt smashing through the window.

In perhaps the nicest visual touch of all, Leon and Claire very visibly show the effects of combat. After a few bites from the flesh-eating critters, our young protagonist clutches his side; after a few more chomps, our almost-undead hero limps across the screen as if he or she is about to keel over from blood (or flesh) loss.

Any complaints I'd like to file before my "go out and buy this — as if you haven't already" conclusion? Just one: the voice acting, and some of the on-screen text, is stilted and awkward. Not as bad as RE1 — which features, after the 1990 TurboGrafx-CD game Last Alert, the worst videogame "emoting" of all time — but definitely weak. (I've heard people defend RE1's voice "acting" as intentionally campy, but I don't buy that for a nanosecond. Why would Capcom purposefully sabotage almost every dramatic moment in the game with cheesy voiceovers?)

Resident Evil 2 is, as if there was ever any doubt, a classic game and a perfect sequel. A hearty round of golf claps to Capcom for taking their time with the development process, and being brave enough to scrap their first attempt when they knew it wasn't up to snuff. I can't think of another company with the, uh, guts to do that.

Zach

THE BOTTOM LINE

PS EXTREME 99%

COMPATIBILITY

1 Player

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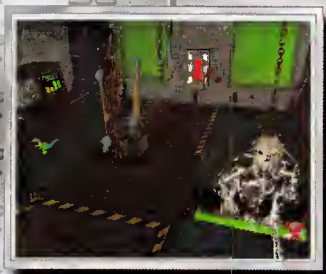
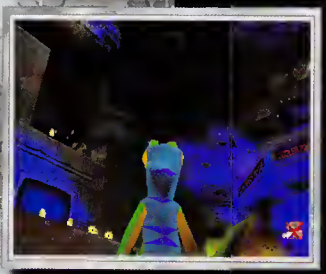
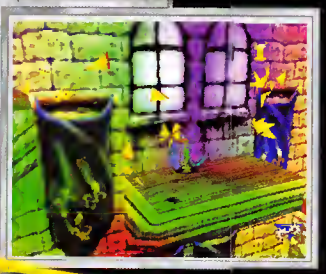
GEX: ENTER THE GECKO

PUBLISHED AND DEVELOPED BY CRYSTAL DYNAMICS/MIDWAY







Every year, it seems that there are a few games that are so much better than everything else available on your platform of choice (for most, that is our beloved PlayStation(s)), that they, usually, become automatic purchases and instant classics. In 1996, there was the original Crash Bandicoot, Tekken 2, the original Tomb Raider and the first Resident Evil. In 1997, we had Crash Bandicoot 2, NFL GameDay 98, Tomb Raider 2, One and Final Fantasy 7.

We begin 1998 with Crystal Dynamics'/ Midway's Gex: Enter the Gecko — the latest evolution in PlayStation gaming. I have been playing Gex: ETG, in one form or another, for the last six months and have watched its development closely. It is, without question, the most exciting technical achievement on the PlayStation since Sony's introduction of the first Crash Bandicoot — with the most visually appealing and unique level design of any action/platform game.

What Gex: ETG does is give the player 30 different levels (including bonus and secret levels) that vary from haunted house levels, to cartoon world levels, to outer space levels, to martial arts levels set in the mystical east, to prehistoric levels — culminating in the ultimate showdown with Rez in some amazing, high-tech futuristic levels. Not to mention that Gex's apparel ranges from a hear skin toga to space suits and a Travolta-esque disco suit!

The story finds Gex in the employ of some secret division of the government that needs our favorite lizard to return to the Media Dimension and stop Rez's attempt to end all television broadcasting. What!?! Gex would have nothing to do all day! Something must he done! So, you go back into the Media Dimension and begin the adventure.

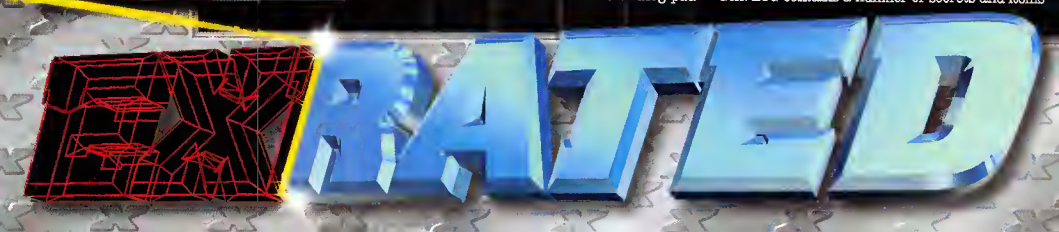
Gex: ETG is a game with many layers to it — where the experience becomes richer as you continue to play it. To best describe the product, I've decided to break it down into the three areas where the game really excels; Gameplay Control, Environments/Camera and Depth.

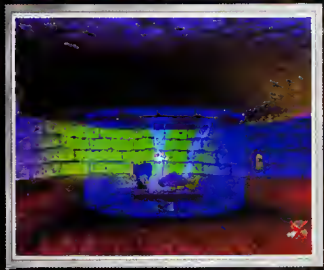
GAMEPLAY CONTROL. Gex: ETG is the first PlayStation action game that gives the player a reason to buy Sony's analog control pad. The frame rate stays pretty consistently at 30 fps (with a few exceptions) and the feel of control and character movement with the analog pad

is just so smooth and natural. It's great with the original pad as well, and the experience of simply moving through the game's go-anywhere 3D environments is beyond comparing with any game currently available for the system. In addition, the game allows you to control the camera as you are moving Gex around the play field. You can effortlessly run or walk, move the camera and jump and tail whip at the same time. Special moves include; the ability to do what I refer to as a "Hi-Karate" jump — where you do a long lateral jump with an attack move that just launches into the enemy, a Super Jump that allows Gex to jump higher, bouncing off of his tail as he lands the first jump, the ability to crouch, use his tongue to snatch power-ups and the ability to face stick to certain surfaces in the game and crawl around, as the camera rotates around the character.

It is this last ability that adds yet another new, unique dynamic to Gex: ETG. This is the move you pull out of the hag when you want to explain to your friends why you bought a PlayStation instead of an N64 — Mario can't touch this.

ENVIRONMENTS/CAMERA. There's another design feature of Gex: ETG that Mario can't touch — the camera system and the environments. The design team has solved the problems that have plagued most true 3D games and given the player complete control of the camera (if so desired). No matter what situation you find yourself in during gameplay, there is an angle of view that you can QUICKLY find that will keep you from receiving a cheap hit or falling to your death. In addition, the player can use the triangle button to look around in 360 degrees — a much needed tool, as Gex: ETG contains a number of secrets and items





that need to be found.

For me, the most fun to be had in the game is the exploration of its many, HUGE levels. Out of the 30, there isn't a clinker in the bunch. And, each offers a different and unique experience from the last. Walls morph, chandeliers drop three stories down, lava spews down a mountainside and fun-to-find secret nooks and crannies exist all over the map. I hate to belabor a point, but there just isn't anything that even comes close in the 3D worlds found in other games.

DEPTH. This category is where the game really comes together. You begin Gex: ETG with access to three TV's (levels) — two have pictures on them and one (the first boss level) has no reception. The object of the game is to find a certain number of the exits out of the levels in a particular area of the game. In the case of the first area, there are two main levels, each with one exit (later levels have up to three different exits in each). Once you find the required number of exit TV's and remote controls in an area, you are granted access to the boss level. Beating the boss opens up the gate that protects the next area and new levels, and gives you a Gold Remote control. But, that's not all.

Every level has three different types, or "Tiers", of collectibles. Collect 30 of the first type, 40 of the second and 50 of the third, and you are given a silver, "Collectibles" Remote. For example, in the "Smellraiser" level the collectibles are skulls, tombstones and Jason-style hockey masks. In addition, each level features a "Hidden Silver Remote" that you must explore the level to find — most of them are hidden pretty well. Once you collect three silver remotes, you are granted access to a timed bonus level where you must run through the level, collecting various goodies as the clock ticks — don't find them in time and you're bounced back out to the map. Find them in time, and you get a Gold Remote. After you acquire four Gold remotes, you can access a secret island, via the map screen. There are a total of 12 Gold Remotes in the game, giving the player three secret levels to find. And, that's not all — each of the three secret levels has its own secret! Of course, all this depth is in addition to all of the platform jumping, puzzle solving and bad guy bashing you will be doing in the game. Enemies include; dinosaurs, dancing eggs, Frankenstein monsters, evil pumpkins, a "Chuckie" look-alike, bees, bear traps, robots, batteries, space aliens, Pterodactyls, ninjas, samurais and many, many more.

Lastly, there is the music and voice. Dana Gould is back as Gex's alter-ego and he has over 700 one-liners and quips. The Gex character actually lip synchs to the sound bites — giving Gex more personality than any video game character that has come before him. And the music and sound effects, without exception, capture the spirit of the environment(s) — from the Williams-esque music of the space levels, to the haunting melodies found in the horror Scream TV levels.

In the end, Gex: Enter the Gecko combines the action of a Crash Bandicoot with the exploration and depth of a Tomb Raider — and is presented with a sense of style and graphic beauty and detail that has become the new technological standard on the PlayStation. As much as I love Crash and Tomb Raider, Gex: Enter the Gecko is now the game by which all future action games I play will be judged. The PlayStation now has its Mario-killer.

Dave

THE BOTTOM LINE

PS EXTREME 99%

COMPATIBILITY

1 Player

Analog Controller Compatible

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SKULL MONKEYS

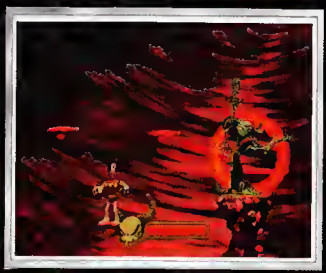
PUBLISHED BY EA / DREAMWORKS — DEVELOPED BY THE NEVERHOOD

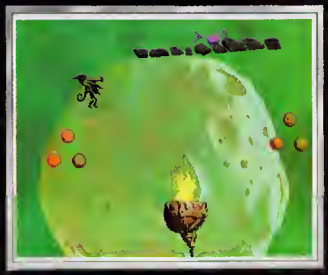
Something you probably did not know: Doug TenNapel, founder and "Mayor" of The Neverhood, is the creator of Earthworm Jim. Yes, David Perry designed and programmed the game, but TenNapel — an artist whose previous gigs included prop design at Sea World and animation for the cartoon series Attack of the Killer Tomatoes — conceived the character. After parting with Perry, TenNapel formed The Neverhood, and his company's eponymous debut was a masterful adventure for the PC platform, combining devious point-and-click puzzles with hysterical Gumby-ish clay animation. Alas, the game received mostly negative reviews from jaded, humorless PC magazines, and flopped at retail. TenNapel has thus returned to the videogame world with The Neverhood's 2nd release, SkullMonkeys — which is, like Earthworm Jim, a side-scrolling platformer.

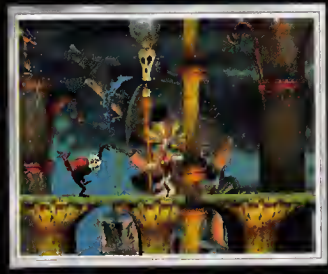
"A 2D side-scroller in 1998?!" I hear you shriek with disbelief, and I'll admit I had the same reaction. Game developers have been strip-mining this genre for well over a decade, and all the original ideas have long since been carted away. Even the biggest stars of 2D platformers — Gex, Mega Man, Earthworm Jim himself — have made the 3D transition, leaving SkullMonkeys well behind the technological curve. It's a testament, then, to the skills of TenNapel and Co. that their game makes up for its obsolescent design with plenty of challenging gameplay and a delightfully bizarre sense of humor.

The storyline picks up where The Neverhood left off (although you needn't have played the former to understand what's going on). An evil dude named Klogg lands on Planet Idznak and immediately establishes himself as lord of the SkullMonkeys, tricking the brutish critters into making war against The Neverhood. Jerry-O, the only SkullMonkey not to fall under Klogg's heinous mind control, summons the heroic Klaymen (also the protagonist of the PC adventure) to prevent Klogg from doing his nasty deeds.

The gameplay fits as comfortably as a well-used sneaker. X jumps, SQUARE runs (for longer jumps), CIRCLE shoots, and the L and R buttons set off various power-up weapons. Klaymen can also butt-bounce most of the enemies he encounters. Collecting 100 clay balls earns an extra life. When a special item or power-up appears for the first time, a large sign describes its name and function (how very Super Mario World). SkullMonkeys' "one hit and you're dead" design demands skill and patience, although you can collect a halo to allow yourself a boo-boo, and the designers are







generous with checkpoint and extra-life placement. There are over a hundred (!) stages of various sizes, divvied up into 17 total levels, and almost all stages have at least a few well-hidden secrets to increase the replay value. SkullMonkeys is definitely NOT lacking in longevity.

It's also not lacking TenNapel's freaky sense of humor. Checkpoints are called "Ma Birds" because, when you touch one, a beak springs forth and croaks "Ma!" When you earn an extra life, a very bored male voice mutters "Word." One of the bonus levels is "The 1970s," in which you romp through a land of shag carpets and lava lamps. Some of the weapon names: Fart Head, Super Willie, Hamster Shield and Universe Enema. Klaymen's idle animations include his head exploding and his pants falling down as he screams like a girl. I think the majority of players will find SkullMonkeys funny weird instead of funny ha-ha, but as a writer who's constantly slammed for my own brand of humor, I know that being funny is always a gamble, and always going to turn off some people. (Of course, it could be argued that there's no humor at ALL in my writing, but I digress.)

While many of SkullMonkeys' levels have a healthy amount of parallax scrolling, the graphics are still somewhat dark and very flat--maybe not to the painful extent of Acclaim's infamous Dragonheart, but definitely in the ballpark. They are, however, very well drawn and animated — over 20,000 frames, according to The Neverhood, and I have no reason to think they're fibbing. The graphics are also spiced up with very keen special effects we rarely see on the PlayStation (which I don't think has ever been taken to its 2D limits).

The glorious highlight of the game is Terry Taylor's incredible soundtrack, which already has my vote as the best music of '98. It's funky, jazzy, peppy and utterly unique. (Terry Taylor, Tommy Tallarico... is this some kinda conspiracy by the 20th letter of the alphabet?) Mr. Taylor even provides SkullMonkeys' biggest laugh, and one of the best yuk-yuks in gaming history, with his bonus-round composition. As you collect extra lives and power-ups, Terry gently strums his acoustic guitar and softly croons such timeless lyrics as "You're looking incredible / You're the bomb / And me,

I'm kinda like your dad / And a little like your mom."

SkullMonkeys doesn't break a square inch of new ground, but it combines extremely familiar, rather challenging and occasionally tedious gameplay with wacked-out humor, clay-animated graphics and a quirky, brilliant soundtrack. That was more than enough to keep me happily entertained, hence my beefy score.

Zach

THE BOTTOM LINE

PS EXTREME 85%

COMPATIBILITY

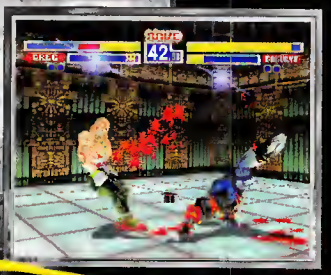
1 Player

SkullMonkeys doesn't break a square inch of new ground, but it combines extremely familiar, rather challenging and occasionally tedious gameplay with wacked-out humor, clay-animated graphics and a quirky, brilliant soundtrack. That was more than enough to keep me happily entertained, hence my beefy score.

SILVER X

BLOODY ROAR

PUBLISHED BY SONY — DEVELOPED BY HUDSON SOFT



Oh, yeah, fighting games. I've played 'em all, and I mean all. From great (Street Fighter EX, Tekken 2) to mediocre (Bushido Blade, Psychic Force) to god-awful stinkers (Sub Zero's latest stinker, anything related to Clayfighter). It takes a lot to get me really jazzed about a fighter, but I've found myself utterly consumed by desire to grab a copy of Bloody Roar, since I first spied the game in the midst of the full-on madness of Sony's E3 booth. Even back then, when it was still going under the name "Beastorizer" (personally, I think that the original was a cooler title), it was obvious that this was not your average fighter, not by a mile. I never would have imagined that Hudson — whose primary mission in life is to make sure that every game platform on planet Earth has at least one version of Bomberman — could have delivered a game like this.

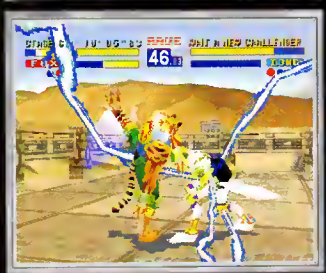
The reason this game stands out so much? The transformations. Each character has a meter, that when powered up by smacking the beejeezus out of the other player, allows you to transform your puny human fighter into a raging beast of destruction. This simple addition really boosts Bloody Roar above the pack in this already overcrowded genre. It takes me way back to the Genesis days of Altered Beast, and the coolness factor of shape-changing.

Bloody Roar's characters are well designed, but there are only eight of them — one of the few drawbacks to the game. Gamers these days have been spoiled by the likes of Street Fighter EX and Tekken 2 with their 20 plus selectable fighters. The complement of brawlers includes: Alice, a young school girl, who transforms into a giant rabbit (the pink "Harvey" of fighting games); Long, a Chinese Kung Fu expert, who can change into a giant tiger; Fox, a female fox (duh); the extra-chunky Mitsuko, who turns into a seven foot warthog; Greg, the circus strongman, who can morph into an ape; the hairy Gado, who becomes a lion; Bakuryu, the ancient moleman and Yugo, who can change his shape into a small, cheap Eastern European car. No, wait, sorry: he's really a werewolf. But it would be cool if he could turn into a little hunk of crap car, wouldn't it?

Fighting style is a combination of Tekken button taps and SF moves, with tons of combos, throws and air juggles. Oddly, Bloody Roar uses only two buttons for combat, punch and kick, making the actual fighting aspect fairly shallow. This game is definitely a graphics-fest, with more attention being paid to the eye candy "Wow!" effects than to actually rounding out a robust combat system. Each fighter does have a lengthy list of moves and even longer chains of combos, but I still prefer having being able to throw lighter or heavier attacks rather than relying on memorizing move lists. Fighting control is a little sloppy and is nowhere near as well balanced as Street Fighter or Tekken, but we'll forgive Bloody Roar the level of detail that those games have developed over their years of refinement. After all, with a first time go like this, the game can't be totally perfect — it leaves no room for a sequel.

Smart, smart, smart! Because the world is still divided into 2D vs. 3D fighter fans, Bloody Roar can be both. The player is given the choice to turn on "Side Attacks", the ability to side-step on the Z-axis. Without it, Bloody Roar is a great 2D head-to-head fighter; turning it on adds another level of complexity to the gameplay. I've got to admit, I've never seen this option in a game before. While the game is obviously balanced with a favoritism towards the 2D aspect mode, it is cool to be able to decide how you want to play.

The one thing that irritated me to no end was the characters propensity to turn the wrong way when fighting. Like Tekken, once



you begin a combo chain, if you miss, you're character will lurch off, wildly swinging at empty air, while your opponent simply circles you and laughs. There were plenty of occasions where my fighter would somehow become turned around in mid-attack, allowing the computer to deliver a crushing counter attack upon my freshly exposed buttocks. Bummer.

There are no projectile or distance attacks in Bloody Roar, which I liked immensely. There are several dragon punch-style moves per character, but there's no flaming balls of energy being traded back and forth across the field. I found that even though she's possibly the most ridiculous looking character in the game, Alice was one of the strongest fighters and easiest to learn. She has a number of combos (mostly punches) and a great air-juggle kick that can keep a competitor floating helplessly through the air. Long, the Tiger-man, has some great moves including a devastating 14 hit combo. And, to the average male fighting fan, a nine foot tiger is a lot more appealing than a giant Energizer bunny. Extra fun taunt points for whooping another player, turning to him and saying, "You just got you butt kicked by a rabbit." Defensive moves include high and low blocking, air blocks, combo reversals, and mid-air recoveries; but, much like Tekken, when a combo lands successfully, it is virtually impossible to defend yourself or break out.

Extra options and secrets are stuffed into this title. Players can choose to play the game, go into Practice, see how fast they can beat up another character in Time Attack, or run the gauntlet of attackers with only a single energy bar of life in Survival Mode. Finishing the game with each character opens up secret options, including setting camera angles, being able to play as the final boss and a whole slew of other features. Hudson has also included an art gallery, so you can view the concept and design sketches for the different fighters.

From the very start you know you've got an excellent game. Bloody Roar opens with a beautifully rendered CG movie showing off the characters in full SGI glory. Graphics are awesome, to say the least, with high poly counts per character and detailed 3D environments in the background. Personally, one of the things that made me happiest was the absence of load time; data is spun into the PlayStation faster than any other 3D fighter out there. Bloody Roar is an incredible game and has established itself early as one of the top fighters for '98. Hudson Soft deserves praise for its creation and Sony deserves thanks for bringing it home to the US.

Greg

PS EXTREME — THE BOTTOM LINE

99%

COMPATIBILITY

1 or 2 Players

From the very start you know you've got an excellent game. Bloody Roar opens with a beautifully rendered CG movie showing off the characters in full SGI glory. Graphics are awesome, to say the least, with high poly counts per character and detailed 3D environments in the background. Personally, one of the things that made me happiest was the absence of load time; data is spun into the PlayStation faster than any other 3D fighter out there. Bloody Roar is an incredible game and has established itself early as one of the top fighters for '98. Hudson Soft deserves praise for its creation and Sony deserves thanks for bringing it home to the US.

GOLD X

RASCAL

PUBLISHED BY PSYGNOSIS — DEVELOPED BY TRAVELLERS TALES

Psygnosis and Travellers Tales (Toy Story, Mickeymania, Sonic R) have teamed up to deliver their first action/platform title for the PlayStation, "Rascal." Offering a frame rate of 60 frames per second in gameplay and over 200,000 colors on screen at one time, Rascal is a great looking game that offers a variety of gameplay scenarios and environments.

The main character, kind of your classic 12 year old in the suburbs, hanging out, trying to be cool with his hat on backwards kind of kid, is the son of an inventor. The game opens with the kid's father having been kidnapped while working on a secret project. In order to save his dad, Rascal must take on Chronos, an "evil Time Lord" in six different worlds, each of them featuring a past, present and future level.

The worlds include an Aztec land, a Galleon, a Castle, the Wild West, the Lost City of Atlantis, the Corridors of Time and Rascal's house. Each world has a unique graphic flavor and enemies that vary from level to level. As an example, in the Past level of the Galleon world, Rascal finds himself in a working pirate galleon. In the Present, the galleon is a sunken ship wreck and, in the Future, the galleon is found in the desert, half-buried by apocalyptic storms that have changed the Earth's surface.

The gameplay scheme is pretty

basic — run, shoot, jump on platforms, avoid obstacles, collect keys and beat the bosses. Where it gets interesting is in the exploration and in the use of time travel. While playing in the Past and Present levels, the enemies that Rascal shoots are teleported to the future, where he will encounter them again. Along the way, he must gather pieces of the Time Bubble, allowing Rascal to make the jump between time zones and access secret clues and areas.

My take on the game is that it started its life as a technology demo and became a game as a secondary consideration. Don't get me wrong, Rascal is a pretty good game, but it seems like the development team's desire to create a 60 fps, real-time world has kept Rascal from becoming a great game. There is no question that it is beautiful, that the special effects are great and that the music (my favorite aspect

EX RATED

of the game) is exceptional. But the downside is that gameplay areas are small (consisting of a series of rooms with short load times as you move from room to room — similar in execution to Fox's "Croc: Legend of the Gobbos"), camera/character movement is very stiff and unforgiving and the main character and gameplay have a generic feel to them. As you play the game (I am currently in the Future level of World 4), you will find that the enemies pose little threat in the game (with the possible exception of the spiders, rats and bats that annoy you through all the worlds and throughout the time zones) and that the main challenge comes from all of the level obstacles. Solving these mini-puzzles and negotiating these traps is the best part of playing the game. The problem is that the character control is suspect and the camera doesn't swing back behind Rascal fast enough — resulting in making these obstacles harder than they really are, and jumps that either just slide off of a platform or that don't quite make it.

Another problem I have with the game is the Rascal character himself. There just isn't much fire or energy behind him. According to Psygnosis, Jim Henson's Creature Shop was responsible for character development. This group has, historically, been responsible for some pretty interesting characters and Rascal just doesn't look like he is part of that team. He doesn't talk, is human and 12 years old — automatically limiting his appeal to the 20-something that is the center of the PlayStation demographic, and he just lacks personality. When you are competing against Lara, Crash, Gex and Croc, you need to have something more going for you than a pair of blue sunglasses and a rally cap. Although, for me, the character's "personality" is a secondary consideration, it is a big deal for many players and something that can not be taken lightly.

Of course, this doesn't mean that

I haven't enjoyed playing Rascal, I have... just not enough to go "Gold." In the end, Rascal is a great looking game that has many positive gameplay elements, but that is flawed by its suspect control, slow camera and generic feel to the main character. A/P fans will want to give it a look and consider purchase, others should rent first.

Dave

THE BOTTOM LINE

PS EXTREME 87%

COMPATIBILITY

1 Player

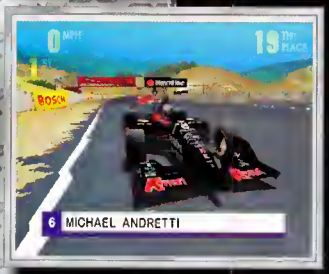
Analog Controller Compatible

When you are competing against Lara, Crash, Gex and Croc, you need to have something more going for you than a pair of blue sunglasses and a rally cap. Although, for me, the character's "personality" is a secondary consideration, it is a big deal for many players and something that can not be taken lightly. Of course, this doesn't mean that I haven't enjoyed playing Rascal, I have... just not enough to go "Gold." In the end, Rascal is a great looking game that has many positive gameplay elements, but that is flawed by its suspect control, slow camera and generic feel to the main character. A/P fans will want to give it a look and consider purchase, others should rent first.

SILVER X

NEWMAN / HAAS RACING

PUBLISHED BY PSYGNOSIS — DEVELOPED BY BIZARRE CREATIONS / STUDIO 33



It's no surprise to anyone, at this point in the PlayStation's life cycle, that racing/driving games have been the mainstay of the library. Psygnosis has done a remarkable job with their Destruction Derby and F1 series, and in that same vein comes their next installment. Newman/Haas racing is a simulation based on the CART (Championship Auto Racing Teams) circuit. Newman/Haas is a racing organization founded by Paul Newman and Carl Haas. If you know racing, you know Carl Haas; if you know "'ol blue eyes", you know Paul Newman; but, are these the ingredients of a great racing game?

The game is set up like most other racers on the market. Initially, you have your choice of course, driver, car set up and a whole host of other racing options: damage, race length etc... There are four difficulty levels and a very cool Challenge mode, in which the player has to complete four tracks with similar difficulty and pre-set parameters, increasing in difficulty as you move up the ladder. You must finish first to get to the next and subsequent races. Additionally, prior to your qualifying round, you can select a practice session to gain some familiarity with the track, before having to put your money where your mouth is. There are sixteen drivers to choose from (including, but not limited to,

Michael Andretti, Christian Fittipaldi and Bobby Gordon) and eleven licensed tracks. Some of the more recognizable tracks include the Milwaukee Mile(owned by Newman/Haas Racing) and Laguna Seca. There is also a two player split screen mode, for all of those two player fanatics out there. Is it just me, or is a two player mode in a game like this a waste of time? The cars move way too fast to have any amount of control, in such a small portion of the screen. Lastly, you have your choice of a variety of camera angles, including a very cool replay cam. That pretty much sums up the mechanics of the game; now onto the performance.

If you've played either of the F1 games from Psygnosis, you'll instantly feel at home with Newman/Haas. The look and feel of the game are very similar to its two older siblings. The

EX RATED

graphics are lush and vibrant with none of that "concrete jungle" look that you'll find in most of the other racing sims. Although the game moves at a blazing thirty frames per second, you'd swear it was much faster, and little to no pop-up, to boot. Graphically, Newman/Haas competes very favorably with its third generation brethren. This is where the fun stops, however.

Driving games are all about the play mechanics; if you can't keep your car under some modicum of control, there's not much point to the game. When you have a game that moves as fast as Newman/Haas, it's even more important. I can't remember one instance, on any track, where I felt totally in control. The braking is all or nothing and it's almost impossible to steer your vehicle in extremes. This became very frustrating, very quickly, as you find yourself continually slowing down to keep from turning Paul Newmans favorite car into an item on the International House of Pancakes menu. Equally as frustrating, were the camera angles. None of them worked well enough to enhance your performance and the cockpit view was a nightmare. Only the ovals are suitable for this view and, even then, at limited intervals. The sound and commentary, on the other hand, are quite impressive. The engine noise has quite a bit a variance and it's very easy to hear the approaching cars, as they attempt to overtake you. The commentary is very similar to that found in the F1 series, although with not as much flare. The announcer's comments work well with your progress, or lack there of, and don't repeat themselves as often as most of the other sports titles.

As with just about every other racing game from Psygnosis, the end result is a positive one. Although not as solid as the Formula 1 titles, Newman/Haas does offer a fresh racing experience. The graphic excellence can't compensate for the poor control, however, which will ultimately make this title pretty much a second tier product. Unless you just have to have another CART racing game, (Sony's just released one during the holidays) you may want to rent this one first.

Alex

THE BOTTOM LINE

PS EXTREME

88%

COMPATIBILITY

1or2 Players

Analog Controller Compatible

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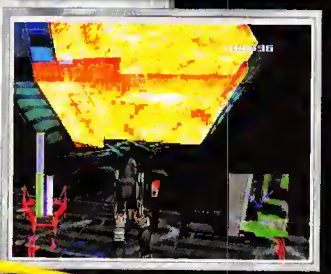
BEAST WARS

PUBLISHED BY HASBRO — OEVELOPEO BY SONY EUROPE



Heeeel yeah, I remember the original Transformers action figures, which were "More than meets the eye!" Optimus Prime and the kind, peaceful Autobots facing off against Megatron and the nasty, stinky Decepticons: classic childhood entertainment. Not only was I enraptured by their ability to shape-shift, but I loved how each Transformer had his "stats" — strength, speed, stamina — printed on the back of the package, so I could use dice and my own mathematical formulas to simulate battles between them. (I was as frighteningly geeky a child as I am a grown-up.) But the world moved on, and my voice — well, my voice never got any deeper, dammit. Before long, I left behind the world of Transformers for the world of girls... whom I soon discovered were able to instantly and confusingly transform their moods.

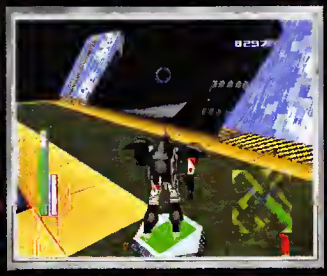
Anyway. Along comes Hasbro's Beast Wars: Transformers, based on the latest and greatest series of figures. Cool, I thought at first: I get to review a great game AND relive my carefree days of pre-adolescence. Wrong, and wrong. The only memories Beast Wars brings back, sad to say, are of other feeble PlayStation platform/shooters.

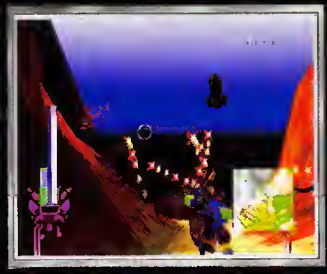
The deal behind Beast Wars is that the Maximals (good guys) and Predacons (bad guys) have crash-landed their spacecraft on a strange planet with extremely high levels of an energy-filled substance called Energon. Long-term exposure to the stuff is deadly, so the Transformers take on beast forms to survive. The Predacons attempt to harvest the Energon, repair their ship and take over the galaxy. The Maximals attempt to foil the Predacons' nefarious plans.

First, you choose a side: Maximals or Predacons. Second, you choose a Transformer. Each side has four 'bots with stats in various categories. Third, you choose a zone. There are four zones with three missions in each: Desert, Urban, Polluted and Volcanic. (You have to beat the Desert or Urban missions to open up the Polluted zone, and you have to beat the Polluted missions to open up the Volcanic zone.) Doing the math, of which I used to be so fond, four zones X three missions X two sides = 24 levels.

A rather brisk briefing is all you receive before being hurled into the current mission. The various Tomb Raider-ish controls let you jump, turn, sidestep, dive, roll, duck, look up and down, and transform into a critter. (In a cute touch, the first time your 'bot transforms, the game camera zooms in for a close-up. After that, the camera stays on the action.) The lower-left corner displays strength and Energon

EX RATED





levels; the lower-right corner displays an automap (which, unfortunately, can't be seen all at once).

While in beast form, you're completely unable to attack, but you can run slightly faster and jump slightly farther than in 'bot mode. So why turn into a critter at all, except when you have to nail an extra-long jump? Because when you're a 'bot, the Energon exposure eventually starts doing you damage. There are also a few places in each level where Energon levels are sky-high. Hence, you're almost constantly switching between 'bot to shoot bad guys, and beast to shed excess Energon. It's not a completely annoying game mechanic, but it grows tiresome having to hide your fleshy form behind a rock and waiting for your Energon to drop.

Most of the action in each level is straightforward shooting of enemy guns and flying machines with auto-aiming lasers, lock-on missiles and a three-use smart bomb. But the weapons and explosions are, like the entire game, very visually unimpressive. The Transformers themselves are made of excessively angular polygons and don't move smoothly in 'bot or beast form, whether they're running, rolling or shooting. A shooter with crummy graphics isn't much of a shooter, gang. (Surprisingly, the music is excellent techno-ish stuff, its quality clashing with the subpar visuals.)

Other problems: The level design is confusing and trite, often requiring the player to locate and press annoyingly easy-to-miss buttons to shut off electric fences or open metal doors to the next area. The Transformers run whether you tap or hold the D-pad forward, making it too easy to fall off a cliff when you're trying to make a jump. Beast Wars even has the most horrendous of all videogame flaws, the "one mistake and you're screwed" syndrome. There are places in almost every level where missing a single jump means instant death — and Beast Wars has no checkpoints or continues, so it's back to the start of the level with another Transformer (the one you were using is lost). If you find a semi-hidden power-up in the current level, you can play a "rescue mission" sequence that gives you back defeated Transformers, but I'd much prefer a game design that doesn't punish the player with mind-numbing repetition.

Beast Wars: Transformers has occasional moments of shoot-'em-up fun, but they're overwhelmed by flaky gameplay, tedious level design and rough graphics and animation. With all the superior entries into this genre (most recently, ASC Games' One), it's very tough to recommend Beast Wars, even to the preteen boys it's presumably meant for.

Zach

PS EXTREME — THE BOTTOM LINE

69%

COMPATIBILITY

1 Player

Beast Wars: Transformers has occasional moments of shoot-'em-up fun, but they're overwhelmed by flaky gameplay, tedious level design and rough graphics and animation. With all the superior entries into this genre (most recently, ASC Games' One), it's very tough to recommend Beast Wars, even to the preteen boys it's presumably meant for.

TEN X

KLONOA

PUBLISHED AND DEVELOPED BY NAMCO

2D scrollers have been a staple of the Japanese gaming scene since time began, to the point where you now, almost instinctively, know just how far your character can jump, before you even plug in the game. Titles like Crash Bandicoot and Pandemonium have breathed new life into this classic style of gaming, by adding the illusion of three dimensions into the mix. While you're still mostly traveling in a straight line either to the right or left, there are moments when your character is allowed to move into the foreground or background of the screen. Klonoa, from Namco, is one of the first to use this "2 1/2D" perspective, while maintaining the feel of a classic Japanese platform game.

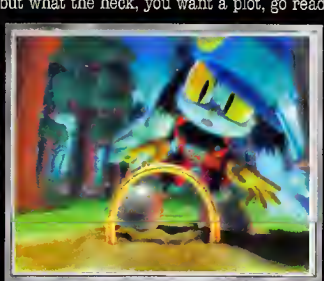
Klonoa is the main character of the game, a cute dog-like creature with big flappy ears. For the sake of clarity, I'm going to refer to Klonoa as a "he", although I want to make it very clear, right up front, that I wasn't able to turn the little sucker over to check. He's got a little glowing bowling ball of a pal named Huepow, who acts as both Klonoa's side-kick and his main line of defense. It seems that Klonoa's shiny, happy world of Phantomile is being threatened by your stereotypical evil-doer, Ghadius, who has kidnapped the lovely Moon Princess, Lephise.

Klonoa takes it upon himself to travel across the various levels that make up his world, rescuing the various critters that have been captured by Ghadius' legion of baddies. Yeah, it's not much of a story, combining the plots and basic ideas of Mario, Sonic and Crash, but what the heck, you want a plot, go read

a good book; this game is all about running and jumping.

Yes, you can run and jump. Wouldn't be much of a platform game if you couldn't. Klonoa can also flap those big ears of his to keep himself airborne for a few precious seconds. This is particularly helpful when you're jumping across deep chasms, as the few seconds in the air buy you some precious time to line up your landing correctly. Your main weapon is Klonoa's ability to use his little blue buddy as a grabbing tool. You can snatch most of the enemies by pressing the button, and hoist them over your head to be used in a variety of different ways. Once you've nabbed one of the baddies, you can toss him at other enemies, use it to open eggs and hit switches, or even to boost yourself higher up into the air. This system is very similar to the one used in Yuke Yuke Troublemakers (a recent Nintendo 64 game), but it's executed much better in Klonoa.

Namco's designers have done a good job balancing the established Japanese 2D car-



toony-ness within their 3D world. Klonoa, Huepow and all the varmints that make up the world of Phantomile are straight outta Japanese anime, betraying obvious influences like "My Neighbor Totoro." The characters are pre-rendered sprites, placed into real polygonal environments, and they, thankfully, don't stand out stiffly like Colorforms.

There's lots o' secrets for you to dig up in this game. The main McGuffin, driving through each level, is your mission to search out and rescue the six trapped critters. Seems that Ghadius' henchmen have taken a serious disliking to the locals and penned them up in a number of different ways, usually in floating bubbles that you must puncture. There are also gems to collect (100 giving you an extra life, go figure), side routes off the main pathways and hidden eggs containing all sorts of goodies. You're likely to miss plenty of stuff on your first run through of the levels if you aren't keeping a close eye on the pathways. My best suggestion is to never take the easy route. If there's a door to your right and a pathway to the left, travel down the pathway first to see what you can discover, before committing yourself to the oh-so inviting doorway.

At best, Klonoa has some fairly intricate level designs going on; at worst it can be a somewhat cloyingly cutesy Pandemonium clone. Camera movements around the levels are very smooth and don't interfere with your gameplay. (i.e.: You'll never turn a corner and suddenly find that your controller directions have been reversed.) The Tree Mansion of Machinery area is very cool, basically a big clockwork machine inside of a tree, with a number of pathways and levels that you circle through, several times, before taking on the boss at the end. Forlock, the Dying Forest, on the other hand, looks like nothing more than a 3D version of the Native Fortress levels from the first Crash Bandicoot game.

This is an extremely happy game and should go over big with both the younger tykes and all those fans of Japanese side-scrollers. Klonoa is definitely not for those looking for a taste of the old ultra-violence, so please suppress your desires to run rampant through Phantomile with a grenade launcher and a smile. The characters are very cute and make

funny squeaky noises when they're talking or being bopped on the head. While Klonoa doesn't have much personality (I was more amused by the Pac-Man baseball cap he wears), the game did grow on me quickly. The main drawback, however, is its length, or lack thereof. I was able to rocket through Klonoa in about nine hours of steady play, making this one more of a rental suggestion.

Chris

PS EXTREME — THE BOTTOM LINE

84%

COMPATIBILITY

1 Player

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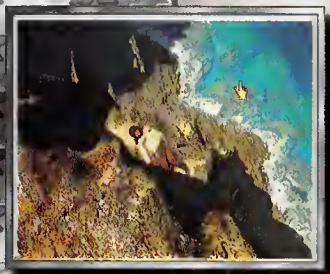
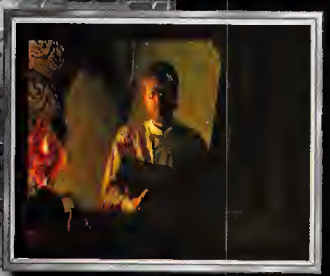
SILVER X

RIVEN

PUBLISHED BY ACCLAIM — DEVELOPED BY CYAN / SUNSOFT



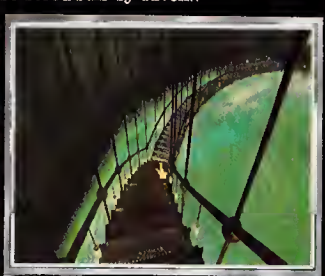


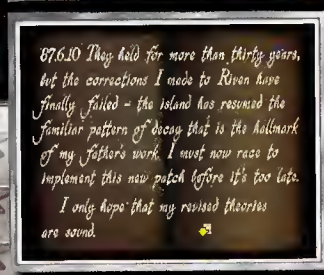
Myst has sold 3.5 million copies in its four years of release, making it the most popular computer game of all time, and many critical snobs like myself have been asking the same question ever since: "In the name of all that's holy, WHY!?" Even for its time, Myst was less of an adventure than a tedious exercise in pointing-and-clicking, a series of admittedly beautiful still pictures stuck together with Elmer's Cheesy-Puzzle Glue and a painfully wispy story. The game's developers, Cyan, had previously released a point-and-clicker called The Manhole, so Myst wasn't even unique. Yet casual (i.e., non-) gamers went insane for the leisurely pace, the lack of danger and the pretty pixels. Myst was the Barney of adventures: utterly harmless and obnoxiously friendly.

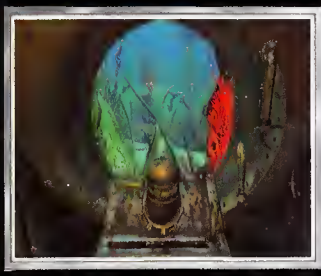
Riven (rather insultingly subtitled "The Sequel To Myst" — geez, if you want us to know it's a follow-up, call it "Myst II: Riven") faced the challenge of all sequels: staying familiar enough to please the fans of the original, while adding enough new elements to keep those same fans from feeling déjà vu. Well, the challenge was not met: Riven is 90% déjà vu. Other than a few technological touch-ups, it's more of a continuation. Which leads us to that most vapid and cliches of all reviewer statements: "If you liked Myst, you'll love Riven!!" And my sarcastic twist: "If you were bored by Myst, you'll be bored stiff by Riven!!"

As the "adventure" begins, a man named Atrus (underwhelmingly embodied by Cyan co-founder and Myst/Riven co-designer Rand Miller), whom you first encountered at the end of Myst, sends you on a quest to rescue his long-missing wife, Catherine. (He's bizarrely unemotional about it, though — could he be trapped in an unhappy marriage?) Atrus gives you a Linking Book to travel to the world of Riven, and a second book with which to trap his completely mental father, Gehn, who's planning a return trip to Myst. And these are all the plot points you receive until the end of the game.

It takes but a moment to figure out Riven's interface. Click on a section of the current static screen, and see another static screen. Okay, to be fair, there's some animation — such as the cool glimpses at some of Riven's unusual wildlife — but the majority of the game







is unmoving and antiseptic. The game design also necessarily keeps you locked into set paths. Riven is absolutely not go-anywhere 3D; it's move-where-we-damn-well-tell-you 2D. Even on the PC, Riven's technology is well behind the times.

When there's a puzzle to be solved, it almost invariably involves throwing levers and pushing buttons to activate or maneuver a machine or vehicle. You're less an explorer than a freakin' janitor, doing maintenance work (for free — the union's gonna hear about this!) and wondering why the people living in this world made it so damn hard to get around. The puzzles are definitely on the challenging side, but as with most everything in the world of Riven, don't make much sense.

Riven's graphics, absolutely stunning on the PC, have lost a surprisingly amount of detail during the conversion process. I thought Riven would at least use the PlayStation's medium-resolution capability, but Sunsoft opted for fuzzy, washed-out low resolution. I can't completely blame the developers, of course, since computer monitors are inherently sharper than TV screens. Some of the animations are downright ugly, "sparkling" and heavily pixilated (two or three to the point where you don't know what you're supposed to be looking at) because of the compression routine used to squeeze them onto the game's five CDs. The sound effects are extremely atmospheric, taking up some of the graphic slack (although it's goofy, for example, to hear gusting winds and see statue-stiff grass). There are a few puzzles with audio clues, and these are the game's most enjoyable, simply because they're semi-stimulating.

I'm a hardcore gamer, folks. I admit it. I want my stories told to me with action and dialogue, not abstraction. Riven doesn't tell a story; it makes you wander around a strange world, wonder what the hell everything is, and yank the occasional lever. For me, the most exciting moments of the game were the non-interactive video clips in which I rode a roller-coaster monorail and a roller-coaster minecart. And that's just sad. Acclaim says Riven sold much better than they expected over Christmas, but I think many of those gamers will end up disappointed at having bought into the hype.

Zach

67.6.10 They held for more than thirty years, but the corrections I made to Riven have finally failed – the island has resumed the familiar pattern of decay that is the hallmark of my father's work. I must now race to implement this new patch before it's too late.

I only hope that my revised theories are sound.

THE BOTTOM LINE

PS EXTREME

75%

COMPATIBILITY

1 Player

Mouse Compatible

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BRAVE X

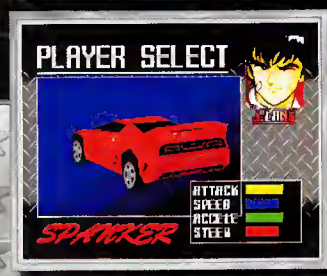
RAY TRACERS

PUBLISHED BY THQ — DEVELOPED BY TAITO

THQ is rapidly becoming one of the largest importers of Japanese titles to the US. market. A slew of quality titles like Ghost in the Shell, Bravo Air Race and VS. (pseudo import) have recently hit the US. market. Everyone of these titles delivers solid gameplay and state of the art graphics, albeit a little short in the shelf life area. The next installment in this story is Ray Tracers, an arcade translation with little to no distribution in the American market, but a huge following in Japan.

Ray Tracers is a racing game with a different set of values. As, sort of, a sequel to Chase H.Q., the idea is to drive as fast as you can through very challenging environments, trying your best to avoid the obstacles placed in your way, so you can get to the end of the level with enough time left to beat the end of level boss. If it sounds like a combination of a variety of game styles, you're right. It's really not a racing game, yet it's not a shooter or action game either. It's really a combination of the three. The game is set up with a choice of four different cars, all with different sets of characteristics for speed, handling, acceleration and attack. Once you choose your car, your journey begins. As I mentioned earlier, it's not just a matter of winning a race. Once you start out, each track throws its own unique obstacles at you, such as cars that run into you, road hazards, and a variety of other nasty things designed to slow your pace. Additionally, you have at your disposal, a supply of nitro that will boost your speed to help you pass those nasty road hazards. The supply is not unlimited, so once its gone, there ain't no mo'. A little bit of strategy comes into play here because deciding when to use the nitro is absolutely critical to your success. Once you've finished the normal length of the course, you are presented with an end of level boss. The way you defeat the boss is to ram him multiple times, killing him in the process, before you run out of time. Pretty straight forward stuff, but then again, arcades aren't chock full of Role Playing Games are they?

The gameplay is pure and simple arcade fun. You don't need to read the instruction manual on this one;



just turn it on and start driving. There are only five levels, however, and if you have any level of video game experience, you'll beat it in less than an hour. Be that as it may, Ray Tracers is still a blast to play. Graphically, it's right up there with the rest of the third generation PlayStation titles. There is still a bit of pop-up, however, but due to the blazing speed of the game, it's easily forgiven.

The five different courses are all very challenging and the end of level bosses are very creative as well. The last boss at the end of the fifth level is especially entertaining, using its construction drill to pummel you into oblivion. All in all, it's a very entertaining package.

And then... the complaints started. First and foremost, Ray Tracers is probably the shortest PlayStation game I've ever played. I beat it in a little over a half an hour! Although I enjoyed every minute of the experience, there just weren't enough total minutes. Granted, all arcade games are short, that's why they're in the arcades, but THQ should have made some enhancements to the game before they brought it over. How about more levels and an arsenal of weapons to take care of the nasty road hazards once and for all? It's not a lot but it's a start. And finally, a two player death match would help considerably with the shelf life.

Ultimately it boils down to this: Ray Tracers is a classic arcade style game, in all respects — a blast to play, but an awful short experience. As a purchase, Ray Tracers has minimal shelf life, and at $35.00 to $50.00 a pop, it's asking a lot to put this title at the top of your list. As a rental, it's satisfaction guaranteed!

Alex

THE BOTTOM LINE

PS EXTREME 75%

COMPATIBILITY

1 Player

Ultimately it boils down to this: Ray Tracers is a classic arcade style game, in all respects — a blast to play, but an awful short experience. As a purchase, Ray Tracers has minimal shelf life, and at $35.00 to $50.00 a pop, it's asking a lot to put this title at the top of your list. As a rental, it's satisfaction guaranteed!

BRONZE

STAR WARS MASTERS OF TERAS KASI

COMPLETE MOVE LIST

ARDEN LYN

KEY COMBOS

Standing

- ↔+✱ — advance roll
- Ⓒ — left punch
- Ⓐ — metal arm-swing
- ↑+Ⓒ or ↑+Ⓑ — metal backhand
- ↑+Ⓐ or ↑+Ⓐ — right punch
- ↑+Ⓐ or ↑+Ⓐ — spinning backhand
- ↑+Ⓐ — metal hammer
- ↑↑+Ⓐ — uper metal hammer
- ↑+Ⓐ — right gutpunch
- ↑↑+Ⓐ — high power punch
- ↑✱↑✱+Ⓐ — super high power punch
- ↑↑+Ⓑ+Ⓐ — low power punch
- ↑✱↑✱+Ⓑ+Ⓐ — super low power punch
- ↑+Ⓑ+Ⓐ — head box
- ↑+Ⓑ — windup swing
- ↔+Ⓐ — quick sonic blast
- ↑(hold)+Ⓐ — sonic blast (1 power bor)
- ↑(hold)+Ⓐ — sonic sphere (1 power bor)
- ↑(hold)+Ⓐ — sonic shockwave (4 power bars)
- Ⓧ — left high kick
- Ⓞ — right high kick
- ↑+Ⓞ or ↑+Ⓞ — right kick to middle
- ↑+Ⓧ or ↑+Ⓧ — retreating spring kick
- Ⓧ+Ⓞ — flip kick
- ↑+Ⓧ — crescent kick
- ↔+Ⓞ — flying double kick
- ✱Ⓧ — double sweep kick

Crouching

- (hold ↓)Ⓑ — crouching left punch
- (hold ↓)Ⓐ — crouching right punch
- (hold ↓)Ⓧ — crouching left kick
- (hold ↓)Ⓞ — crouching right kick

Jumping

- ↑Ⓑ or ↑Ⓐ — jump up punch
- or Ⓐ (tap ↑) — low jump punch
- or Ⓐ (↑ first) — high jump punch
- ↑Ⓧ or ↑Ⓞ — jump up kick
- Ⓧ or Ⓞ (tap ↑) — low jump kick
- Ⓧ or Ⓞ (↑ first) — high jump kick

Running

- ↔(hold) Ⓑ or Ⓐ — running drop kick
- ↔(hold) Ⓧ or Ⓞ — running slide

Prone Attacks

- ↓+Ⓧ or ↓+Ⓞ — ground stomp
- ↓+Ⓧ or ↓+Ⓞ — foot fall pounce

Throws

- Ⓐ+Ⓧ — scorpion throw
- Ⓑ+Ⓞ — aerial head drop throw

Combos

- ⒷⒶ — one/two punch
- ⒶⒶ — metal one/two swing
- ⓄⓄ — double high kick
- ↔Ⓞ — double ankle kick
- ⒶⒶⒶ — metal triple swing
- ⒶⒶ+Ⓐ — super metal triple finish (1 power bar)
- Ⓧ+ⓄⓄ — flip kick cartwheel
- ⒷⒶⓍ — one/two punch plus flip kick
- ↑ⒶⒶⓍ — one/two punch plus backhand
- ↓↑✱↔+Ⓞ — rising axe kick
- ↔↓↘+Ⓞ — super rising axe kick (1 power bar)
- ↔↘✱Ⓑ — rolling uppercut
- ↔↓↑Ⓞ — super rolling uppercut
- ↔ⓄⒶ — metal downswing
- ↔ⓄⒶⒷ — metal backhand uppercut
- ↔ⓄⒶⒷⒶ — metal slammer
- ↔ ↑Ⓐ↑Ⓐ — arden 1 branch01
- ↔ ↑Ⓐ↑Ⓐ+Ⓞ — arden 1 branch02
- ↔ ↑Ⓐ↑Ⓐ+Ⓧ — arden 1 branch03
- ↔ⓄⒶⒷⒶⒶ — arden 2 branch01
- ↔ ↑Ⓐ↑Ⓐ↑Ⓐ↓↑ — orden 2 branch03 (plays 2 branch02 and 2 branch03)
- ↔ ↓Ⓐ↓Ⓐ↓Ⓑ↓Ⓧ — arden 2 branch04
- ↔ⓄⒶⒷⒶ↓Ⓑ↓Ⓧ — arden 2 branch05

BOBA FETT

KEY COMBOS

Non-Weapon Standing

- Ⓒ — left punch
- Ⓐ — right punch
- ↑+Ⓐ or ↑+Ⓐ — standing uppercut
- ↑+Ⓐ or ↑+Ⓐ — spinning backhand
- ↑✱↔Ⓑ+Ⓐ — flying tarpedo
- (Ⓑ+Ⓐ repeatedly for continuous fight, up to 5x)
- ↑✱ ↑Ⓑ+Ⓐ — tether line (2 power bors)
- ↑↑✱↔Ⓑ — drilling uppercut
- ↔Ⓑ — left side gut punch
- ↔+Ⓐ — right side gut punch
- ↔Ⓞ — jet jump kick
- ↔+Ⓐ — thermol detonator (1 power bar)
- Ⓧ — left high kick
- ↑+Ⓧ or ↑+Ⓧ — left low kick
- Ⓞ — right high kick
- ↑+Ⓞ or ↑+Ⓞ — quick knee
- ✱Ⓧ — double sweep kick
- ✱Ⓧ — sweep kick

Non-Weapon Crouching

- (hold ↓)Ⓑ — crouching left punch
- (hold ↓)Ⓐ — crouching right punch
- ↑Ⓐ — low uppercut
- (hold ↓)Ⓧ — crouching left kick
- (hold ↓)Ⓞ — crouching right kick

Non-Weapon Jumping

- ↑Ⓑ or ↑Ⓐ — jump up punch
- or Ⓐ (tap ↑) — low jumping punch
- or Ⓐ (↑ first) — high jumping punch
- ↑Ⓧ or ↑Ⓞ — jump up kick
- Ⓧ or Ⓞ (tap ↑) — low jumping kick
- Ⓧ or Ⓞ (↑ first) — high jumping kick

Non-Weapon Running

- ↔(hold) Ⓑ or Ⓐ — shoulder slam
- ↔(hold) Ⓧ or Ⓞ — slide

Non-Weapon Prone Attack

- ↓+Ⓧ or ↓+Ⓞ — ground stamp
- ↑+Ⓞ or ↑+Ⓧ — double knee drop
- ⒷⓄ — quick punch kick
- Ⓑ+Ⓐ — one/two punch
- ⒷⒶⒷ — one/two punch plus uppercut
- ⒷⒶⒶ — one/two punch plus spinning backhand
- ↑✱↑+Ⓐ — double spinning backhand
- ↑✱↑+ⒶⒶ — triple spinning backhand
- ↔✱↑✱↑+Ⓑ — flame thrower
- ↑✱↑✱+Ⓑ — rocket pock volley (super gold power bar)
- ⒶⓍ — Fett one/two combo1-02
- ⒶⓍⒷ — Fett one/two combo1-03
- Ⓐ↓→Ⓑ — Fett one/two combo1-04
- ⒶⓍⒷⒷⒶ — Fett one/two combo1-05
- Ⓐ↓→Ⓑ+Ⓐ↑ — Fett one/two 1branch01
- Ⓐ↓→Ⓑ+Ⓐ↑+Ⓧ — Fett one/two 1branch02
- Ⓐ↓→Ⓑ+Ⓐ↑+Ⓐ↓ — Fett one/two 2branch01
- ⒶⓍ→Ⓑ+Ⓐ↑+Ⓐ↓ — Fett one/two 2branch02
- Ⓐ↓→Ⓑ+Ⓐ↑+Ⓐ↓+Ⓐ↑ — Fett one/two 2branch03
- Ⓐ↓→Ⓑ+Ⓐ↑+Ⓐ↓+Ⓐ↑+Ⓐ↓ — Fett one/two 2branch04
- Ⓐ↓→Ⓑ+Ⓐ↑+Ⓐ↓+Ⓐ↑+Ⓐ↓✱ — Fett one/two 2branch05

Non-Weapon Throws

- Ⓐ+Ⓧ — Hip-toss throw
- Ⓑ+Ⓞ — Head-Butt throw

Weapon Standing

- Ⓐ — Rifle-ocross swing
- ↑+Ⓐ or ↑+Ⓐ — Rifle-upwing
- ↑+Ⓐ or ↑+Ⓐ — Rifle-Butt
- ↑(hold)✱↑+Ⓐ — Crouching rifle shot
- ↑✱↑+Ⓐ — Standing rifle shot
- ↑+Ⓐ — Angled rifle shot
- ↑+Ⓐ — Rocket shot
- ↑+Ⓑ — Left-side gut punch
- ↑↑✱↑+Ⓑ — Drilling uppercut
- ↔Ⓞ — Jet-jump kick
- ↑+Ⓧ or ↑+Ⓧ — Left low kick
- ↑+Ⓞ or ↑+Ⓞ — Quick knee

Weapon Jumping

- (tap↑)Ⓑ or Ⓐ — Low jumping punch
- (↑ first)Ⓑ or Ⓐ — High jumping punch
- Ⓧ or ↑Ⓞ — Jump up kick
- (tap↑)Ⓧ or Ⓞ — Low jumping kick
- (↑ first)Ⓧ or Ⓞ — High jumping kick

Weapon Running

- ↔(hold) Ⓑ or Ⓐ — Shoulder slom
- ↔(hold) Ⓧ or Ⓞ — Slide

Weapon Crouching

- Hold↓+Ⓑ — Crouching left punch
- Hold↓+Ⓐ — Crouching right punch
- ↑Ⓐ — Crouching uppercut
- Hold↓+Ⓧ — Crouching left kick
- Hold↓+Ⓞ — Crouching right kick

Weapon Prone Attack

- ↓+Ⓧ or ↓+Ⓞ — Ground stamp
- ↑+Ⓞ or ↑+Ⓧ — Double knee drop

CHEWBACCA

KEY COMBOS

Non-weapon Standing

- Ⓒ — Left punch

EXAMINE

△ ---------- Right punch
↔+□ or ↔□ ---------- Left Wookie push
↔+△ ---------- Right Wookie push
←△ ---------- Standing uppercut
↔△ ---------- Wookie big slop
←→△ ---------- Super Wookie big slop (1 power bar)
↔+△ or ←△ ---------- Head slom punch
□+△ ---------- Two-fist uppercut
↓↔□+△ ---------- Super Two-fist uppercut (1 power bar)
←□+△ ---------- Head clop attack
↔□+△ ---------- Gorilla slop
↓□+△ ---------- Two-handed push down
↓↔△ ---------- Thermol Detonotar (1 power bar)
✕ ---------- Left high kick
↔+✕ or ↔✕ ---------- Left low kick
○ ---------- Right high kick
↔+○ or ↔○ ---------- Right mid kick
↔○ ---------- Quick knee

Non-weapon Crouching

(hold)↓□ ---------- Crouching left punch
(hold)↓△ ---------- Crouching right punch
(hold)↓↑△ ---------- Crouching uppercut
(hold)↓□△ ---------- Crouching one/two punch
(hold)↓↑△+△ Crouching one/two punch plus uppercut
↓↑△+△ ---------- Crouching one/two punch plus super uppercut (1 power bar)
✕ ---------- Crouching left kick
○ ---------- Crouching right kick

Non-weapon Jumping

↑□ or ↑△ ---------- Jump up punch
or △ (tap↑) ---------- Low jumping punch
(↑ first) □ or △ ---------- High jumping punch
↑✕ or ↑○ ---------- Jump up kick
or ○ ---------- High jumping punch

Non-weapon Running

↔(hold) □ or △ ---------- Shoulder slom
↔(hold) ○ or ✕ ---------- Slide

Non-weapon Prone Attack

↓+ ○ or ↓+✕ ---------- Stamp
↓+ ○ or ↓+✕ ---------- Foot/Foll pounce

Non-weapon Combas

□△ ---------- Double side strike

Non-weapon Combas

□△ ---------- Double side strike
↔△△ ---------- Wookie one-handed slop
←→△△ ---------- Super Wookie one-handed slop (1 power bar)
□△△ ---------- Double side strike plus two-handed uppercut
□△+△ ---------- Double side strike plus super two-honded uppercut (1 power bar)
↔□+△△ ---------- Chewie Start01-02
↔□+△△ [redacted] ---------- Chewie Start01-03
↔□+△△ [redacted] ---------- Chewie Start01-04
↔□+△△ [redacted] ---------- Chewie 1bronch01-02
↔□+△△ [redacted] ---------- Chewie 2bronch01
↔□+△△ [redacted] ---------- Chewie 2bronch01-02

Non-weapon Throws

△+✕ ---------- Wookie flip throw
□+○ ---------- Wookie shoke throw

Weapon Standing

□ ---------- Left punch
△ ---------- Bowcoster ocross swing
↔+□ or ↔□ ---------- Left Wookie push
↔+△ or ←△ ---------- Bowcoster upswing
↔+△ or ←△ ---------- Bowcoster swipe
↓(hold)↯↔△ ---------- Crouching Bowcoster shot
↓(hold)↯←△ ---------- Crouching stun shot
↓↯↔△ ---------- Standing Bowcoster shot
↔+△ ---------- Angled Bowcoster shot
↔△ ---------- Angled stun shot
↓↯↔□+△ ---------- Super Bowcaster Blast (1 power bar)
↓↑△ ---------- Scotter shot (2 power bors)
↓↑△ ---------- Super Scotter shot (4 power bars, or o Super gold power bor)
✕ ---------- Left high kick
↔+△ or ↔✕ ---------- Left low kick
○ ---------- Right high kick
↔+○ or ↔○ ---------- Right mid kick
↔○ ---------- Quick knee

Weapon Jumping

□ or △ (tap↑) ---------- Low jumping punch
□ or △ (↑ first) ---------- High jumping punch
↑✕ or ↑○ ---------- Jump up kick
✕ or ○ ---------- High jumping kick

Weapon Running

↔(hold) □ or △ ---------- Shoulder slom
↔(hold) ✕ or ○ ---------- Slide

Weapon Crouching

Hold↓□ ---------- Crouching left punch
Hold↓△ ---------- Crouching right punch
Hold↓✕ ---------- Crouching left kick
Hold↓○ ---------- Crouching right kick

Weapon Prone Attack

↓+✕ or ↓+○ ---------- Ground stomp
↓+✕ or ↓+○ ---------- Foot/Foll pounce

HAN SOLO
KEY COMBOS

Non-weapon Standing

↔↓↘ ---------- Advonce roll
↔↓↘□ ---------- Roll uppercut
↔↓↘□ ---------- Super roll uppercut (1 power bar)
□ ---------- Left punch
△ ---------- Right punch
↔+△ or ←△ ---------- Standing uppercut
↔+△ or ←△ ---------- Spinning backhond
□+△ ---------- Two-fisted uppercut
↓↑□+△ ---------- Super two-fisted uppercut (1 power bor)
↓↑↘↔□ ---------- Jump uppercut
↔↓↘↔□ ---------- Super jump uppercut (1 power bar)
↔□ ---------- Left side gut punch
↔△ ---------- Right side gut punch
↔△ ---------- Thermol detonotor (1 power bor)
↓↔+△ ---------- Defense seeker (1 power bor)
✕ ---------- Left low kick
↔✕ ---------- Ax kick
←→✕ ---------- Super Ax kick (1 power bar)
○ ---------- Right high kick
↔+✕ or ↔✕ or ↔+△ or ←✕ ---------- Left high kick
↔+○ or ↔○ ---------- Spin kick
↔+○ or ↔□ ---------- Front kick
↔○ ---------- Quick knee

Non-weapon Crouching

□ ---------- Crouching left punch
△ ---------- Crouching right punch
↯△ ---------- Low uppercut
↓□△ ---------- Crouching one/two punch
↓↑□△ ---------- Super crouching one/two punch (1 power bar)
↓ ↑ ↯△+△ ---------- Crouching one/two punch with uppercut
↓↑ ↓ ↯△+△ ---------- Super crouching one/two punch with super uppercut (1 power bor)
✕ ---------- Crouching left kick
○ ---------- Crouching right kick

Non-weapon Jumping

↑□ or ↑△ ---------- Jump up punch
(tap↑) □ or △ ---------- Low jumping punch
(↑ first) □ or △ ---------- High jumping punch
✕ or ↑ ○ ---------- Jump up kick
(tap↑)✕ or ○ ---------- Low jumping punch
(↑ first) ✕ or ○ ---------- High jumping punch

Non-weapon Running

↔↓↘□ ---------- Jump down punch/pounce
↔✕ or ↔○ ---------- Foot/Foll pounce
↔✕ or ↔○ ---------- Ground stomp

Non-weapon Combas

✕○ ---------- Rapid kicks
□○ ---------- Quick punch kick
△△ ---------- One-fist fury
△△△ ---------- Triple fist fury
□△ ---------- One/two punch
□△△ ---------- One/two punch plus uppercut
□△△+ ---------- One/two punch plus super uppercut (1 power bar)
□△△ ---------- One/two punch plus backhond
□△↔△ ---------- One/two punch plus super backhond (1 power bar)
↓↘←△ ---------- Double spin backhond
↓↘←△△ ---------- Triple spin backhond
✕△ ---------- Han start01-02
✕△□ ---------- Han start01-03
✕△+△ ---------- Han start01-04
✕△+△+ ---------- Han start01-05
✕△+△+△ ---------- Han 1bronch01
✕△+△+△+△✕ ---------- Han 1bronch01-02/03

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✕△+△□△△△✕△ ---------- Hon 1bronch01-04
✕△+△+△ ✕ ---------- Han 2bronch01
✕△+△+△+□ ---------- Hon 2bronch01-02
✕△□△+△ ✕ ○△ ---------- Hon 2bronch01-03
✕△+△□△ ✕ △+△ ---------- Hon 2bronch01-04

Non-weapon Throws

△+✕ ---------- Hip tass throw
□+○ ---------- Head butt

Weapon Standing

↔↓↘ ---------- Advanced roll
↔↓↘ ---------- Advanced roll
↔↓↘□ ---------- Rolling uppercut
↔↓↘□ ---------- Super rolling uppercut (1 power bar)
□ ---------- Left punch
△ ---------- Pistal whip
↔+△ or ←△ ---------- Spinning backhond
↓↘↔△ ---------- Blaster shot
↓↘↔□+△ ---------- Super blaster shot (1 power bar)
↓↘↔△ ---------- Angled blaster shot
↓↘↔△ ---------- Trocking blast
↓↘↔□ ---------- Left side gut punch
↓↘↔↓□ ---------- Jumping uppercut
↓↘↔↓↘□ ---------- Super uppercut
✕ ---------- Left low kick
↔+✕ or ↔✕ or ↓+✕ or ←✕ ---------- Left high kick
○ ---------- Right high kick
↔+○ or ↔○ ---------- Right mid kick
↔+○ or↔□ ---------- Right mid kick2
↔○ ---------- Quick knee

Weapon Jumping

(tap↑) □ or △ ---------- Low jumping punch
(↑ first) □ or △ ---------- High jumping punch
↑✕ or ↑○ ---------- Jump up kick
(tap↑)✕ or ○ ---------- Low jumping kick
(↑ first) ✕ or ○ ---------- High jumping kick

Weapon Running

↔(hold) □ or △ ---------- Drop kick
↔(hold) ✕ or ○ ---------- Slide

Weapon Crouching

Hold↓□ ---------- Crouching left punch
Hold↓△ ---------- Crouching right punch
Hold↓✕ ---------- Crouching left kick
Hold↓○ ---------- Crouching right kick
↓(hold)↯↔△ ---------- Crouching blaster shot

Weapon Prone Attack

↓+✕ or ↓+○ ---------- Foot/Foll pounce
↓+✕ or ↓+○ ---------- Ground Stomp

Weapon Combas

✕○ ---------- Rapid kicks
↔+△ ---------- Rapid tracer stream (super gold power bar)
↔+△△ ---------- Rapid tracer streom (super gold power bar)
↔+△△△ ---------- Rapid tracer stream (super gold power bar)
↔+△△△△ ---------- Rapid tracer streom (super goldpower bar)
↔+△△△△△ ---------- Rapid tracer stream (super goldpower bar)
↔+△△△△△ ---------- Rapid tracer stream (supergold power bar)
↓↘↔↓↘←△ ---------- Desperado draw
↓↘↔↓↘←△△ ---------- Desperado drow
↓↘↔↓↘←△△△ ---------- Desperado drow (1 power bar)
↓↘↔↓↘←△△△△ ---------- Desperodo drow (2 power bors)
↓↘↔↓↘↔△△△△ △△ ---------- Desperodo drow (3 power bors)
↓↘↔↓↘↔△△△△△△ [redacted] ---------- Desperodo drow (super goldpower bar)

Weapon Throws

△+✕ ---------- Hip toss throw
□+○ ---------- Head butt

HOAR
KEY COMBOS

Non-weapon Standing

□ ---------- Left punch
△ ---------- Right punch
↔+△ or ←△ ---------- Spinning backhond
✕ ---------- Left high kick
○ ---------- Right high kick
↔+○ or ↔○ ---------- Forword kick
↯✕ ---------- Sweep kick

Non-weapon Crouching

□ ---------- Crouching left punch
△ ---------- Crouching right punch
↑△ ---------- Low uppercut
✕ ---------- Crouching left kick
○ ---------- Crouching right kick

Non-weapon Jumping

(tap ↑) □ or △ ---------- Low jumping punch
(↑ first) □ or △ ---------- High jumping punch
↑✕ or ↑○ ---------- Jump up kick
(tap ↑) ✕ or ○ ---------- Low jumping punch
(↑ first) ✕ or ○ ---------- High jumping punch

Non-weapon Running

↔(hald) □ or △ ---------- Drop kick
↔(hald) ○ or ✕ ---------- Slide

Non-weapon Prone Attack

↓+✕ or ↓+○ ---------- Ground stamp
↓+✕ or ↓+○ ---------- Faat/Fall pounce

Non-weapon Combas

□△ ---------- One/two pounce
↑△✕ ---------- One/two punch with flip kick

Non-weapon Throws

□+○ or △+✕ ---------- Knee attack

Weapon Standing

□ ---------- Staff left across swing
△ ---------- Overhead staff swing
○ ---------- Staff right across swing
↑+✕ or ↑○ ---------- Staff upswing
↓+○ or ↓✕ ---------- Backhand strike
↓↓↑↑△ ---------- Super staff uppercut (1 power bar)
✕ ---------- Kick with staff
↑+✕ or ↑✕ ---------- Front mid kick with staff
↓+✕ or ↓✕ ---------- Spinning mid kick
↓○ ---------- Sweep kick

Weapon Jumping

↓+✕ or ↓+○ or ↓+△ ---------- Jump up staff
(tap ↑) □ or ○ or △ ---------- Low jumping staff
(↑ first) □ or ○ or △ ---------- High jumping staff
↑✕ ---------- Jump up kick

Weapan Running

↔(hald) □ or △ ---------- Drop roll
↔(hald) ○ or ✕ ---------- Slide

Weapon Crouching

□ ---------- Crouching staff left across swing
△ ---------- Crouching overhead staff swing
○ ---------- Crouching staff right across swing
✕ ---------- Crouching kick

Weapon Prone Attack

↑+✕ or ↑+□ or ↑+△ ---------- Gaffi graund stab
↑+✕ ---------- Ground stamp
↑✕ ---------- Faat/foll pounce

Weapon Cambas

□○ ---------- Left-right staff swing
□○○ ---------- Left-right staff swing plus staff backhand
□○↓○ ---------- Left-right staff swing plus super staff backhand (1 power bar)
□ ○↓+□ ---------- Left-right staff swing plus law staff swing
□ ○↓↔□ ---------- Left-right staff swing plus super law staff swing (1 pawer bar)
↔△ ---------- Staff dauble dawn swing
↔↔△ ---------- Super staff dauble dawn swing (2 pawer bars)
↓↔↔△ ---------- Staff uppercut
↓↔↓↔△ ---------- Super staff uppercut (1 pawer bar)
↓↔↔↔△+○ ---------- Super staff super uppercut (1 pawer bar)
↓↔↔○ ---------- Staff uppercut plus surprise
↓↔↔↓+○ ---------- Staff uppercut plus super surprise (1 pawer bar)
↓↔↓↔△○ ---------- Super staff uppercut plus surprise
↓↔↔↔△↓+○ ---------- Super staff uppercut plus super surprise (1 pawer bar)
↓↔↓↔△○ ---------- Super staff uppercut plus surprise (1 pawer bar)
↓↔↓↔○ ---------- Gaffi gas attack (2 pawer bars)
↓↔○ ---------- Double spin staff
↓↔○○ ---------- Quad spin staff
↓↔↓↔○ ---------- Super quad spin staff (1 pawer bar)
↓↔□ ---------- Whirling dervish
↓↔□△ ---------- Whirling dervish 2
↓↔□△○ ---------- Whirling dervish 3
↓↔□△○✕ ---------- Whirling dervish 4
↓↔□△▫▫ ---------- Whirling dervish 5
↓↔▫△▫▫△ ---------- Whirling dervish 6
↓↔▫△▫▫△○ ---------- Whirling dervish 7
↓↔▫△▫▫△▫✕ ---------- Whirling dervish 8
↓↔▫△▫▫△▫✕▫ ---------- Whirling dervish 9
↓↔▫△▫▫△▫✕▫ ---------- Whirling Banshee power (super gald power bar)
○✕ ---------- Hoar start01-02
▫✕▫ ---------- Hoar start01-03
▫✕▫▫ ---------- Hoar start01-04
▫✕▫▫△ ---------- Hoar start01-05
▫✕▫▫△○ ---------- Hoar 1bronch01
○✕▫▫△□ ---------- Hoar 1bronch02
○✕▫▫△□ □○ ---------- Hoar 1bronch03
○✕○✕○✕ ---------- Hoar 2bronch01
○✕▫▫▫△ ---------- Hoar 2bronch01-02
○✕▫▫▫△✕ ---------- Haar 2bronch01-03
▫✕▫▫▫△✕▫ ---------- Hoar 2bronch01-04
○✕▫▫▫△✕○▫ ---------- Hoar 2bronch01-05/06

Weapon Throw

△+✕ ---------- Impoler
□+○ ---------- Piercing spin slam

PRINCESS LEIA
KEY COMBOS

Non-weapon Standing

↓↔↑ ---------- Advance roll
□ ---------- Left punch
△ ---------- Right punch
↑+△ or ↑△ ---------- Spinning backhand
✕ ---------- Left high kick
↑+✕ or ↑✕ ---------- Left law kick
○ ---------- Right kick to head
↑+○ or ↑○ ---------- Front kick
↑+○ or ↑○ ---------- Spin kick
↑+✕ or ↑✕ ---------- Hand spring retreat kick
↑↑○ ---------- Crescent kick
↔✕ ---------- Dauble flying kick
↔✕ ---------- Flip kick
↓↔↑✕ ---------- Low kick uppercut
↔△ ---------- Thermol detonatar (1 pawer bar)
↔△ ---------- Detanatar stun (2 pawer bars)
↓↔↔△ ---------- Replicating detanotar (3 pawer bars)
↓↔↔△ ---------- Loser seeker (super gold pawer bar)
↓↔↔□+✕ ---------- Healing farce (1 power bar)

Non-weapon Crouching

□ ---------- Crouching left punch
△ ---------- Crouching right punch
✕ ---------- Crouching left kick
○ ---------- Crouching right kick

Non-weapon Jumping

(tap ↑) □ or △ ---------- Low jumping punch
(↑ first) □ or △ ---------- High jumping punch
↑✕ or ↑○ ---------- Jump up kick
(tap ↑) ✕ or ○ ---------- Low jumping kick
(↑ first) ✕ or ○ ---------- High jumping kick

Nan-weapan Running

↔(hald) □ or △ ---------- Dive roll
↔(hald) ✕ or ○ ---------- Slide

Nan-weapan Prone Attack

↓□ or ↓△ ---------- Jump dawn punch/pounce
↓✕ or ↓○ ---------- Soccer kick
↓○ or ↓✕ ---------- Faat/fall pounce

Non-weapon Combas

↓↔✕ ---------- Aerial cartwheel kick
↔↔○ ---------- Dauble roundhaus
○○ ---------- Dauble high kic

Nan-weapan Throws

△+✕ ---------- The Cripple
□+○ or △+✕ ---------- Knee attac

Weapon Standing

↔↔↓ ---------- Advanced ro
□ ---------- Staff left side swing acro
△ ---------- Overhead staff swin
○ ---------- Staff right side swing acro
↑+○ or ↑○ ---------- Staff upswin
↓+○ or ↓○ ---------- Staff backhand strik
↓↔↓+○ ---------- Staff upperc
↓↔↔↑○ ---------- Super staff uppercut (1 power ba
↔↔○ ---------- Staff thru
↔↔○ ---------- Super staff thrust (1 power ba
↔↔□ ---------- Staff spe
↔↔□ ---------- Super staff spear (1 power ba
↓↔✕ ---------- Flip kic
✕ ---------- Right kick to hea
↑+✕ or ↑✕ ---------- Front kic
↑+✕ or ↑✕ ---------- Handspring retreat kic
↓↔✕ ---------- Dauble flying kic
↓↔✕ ---------- Low kick upperc

Weapon Jumping

↓+□ or ↓+△ ---------- Jump up sta
(tap ↑) □ or △ ---------- Low jumping staff swin
(↑ first) □ or △ ---------- High jumping staff swin
↑✕ ---------- Jump up kic
(tap ↑) ✕ ---------- Low jumping kic
(↑ first) ✕ ---------- High jumping kic

Weapon Running

↔(hald) □ or △ ---------- Dive ro
↔(hald) ✕ or ○ ---------- Slid

Weapon Crouching

□ ---------- Crouching staff left side swing acros
△ ---------- Crouching overhead staff attac
○ ---------- Crouching staff right side swing acros
✕ ---------- Crouching right kic

Weapon Prone Attack

↑✕ ---------- Saccer kic
↑✕ ---------- Faat/fall pounc

Weapon Cambas

↔✕ ---------- Aerial cartwheel kic
□○ ---------- Left-right staff swin
▫▫○ ---------- Left-right staff swin plus staff backhand strik
□○↓○ ---------- Left-right staff swin plus super staff backhand strike (1 power ba
↔○○ ---------- Staff dauble thrus
↔↔○○ ---------- Super staff dauble thrus (2 power bars
↔△ ---------- Staff dauble dawn strik
↑○△ or ↑+○△ ---------- Staff vertide dauble strik
↔○△ ---------- Super staff vertide dauble strik (1 power ba
○□ ---------- Leia Start02-0
○□✕ ---------- Leia Stort02-0
○□✕○ ---------- Leia Start02-0
▫▫↑✕○ ---------- Leia Start02-0
○□✕○✕○✕ ---------- Leia 1bronch0
○□✕○✕▫✕▫✕ ---------- Leia 1bronch01-0
○□✕○✕▫✕▫△ ---------- Leia 1bronch01-0
○□✕○✕○✕○✕○△○ ---------- Leia 1bronch01-0
○□✕○✕▫✕▫△▫✕ ---------- Leia 1bronch01-0
○□▫✕▫✕□ ---------- Leia 2bronch0
○□▫✕▫✕▫✕ ---------- Leia 2bronch01-0
○□✕○✕▫✕▫✕ ---------- Leia 2bronch01-0
▫✕▫✕▫✕▫✕▫✕▫ ---------- Leia 2bronch01-04/0

Weapon Throws

△+✕ ---------- The Cripple
□+○ or △+✕ ---------- Knee attac

EXAMINE

LUKE SKYWALKER
KEY COMBOS
Non-weapon Standing
↓↘→ ---------- Advance roll
□ ---------- Left punch
△ ---------- Right punch
□+△ ---------- One/two punch
⊗ ---------- Left high kick
○ ---------- Right high kick to head
↑+○ or ↑+● ---------- Forward low kick
↓↘→△ ---------- Force balts (1 power bar)
↓↘→□ + △ ---------- Healing force (1 - 4 power bars)
Non-weapon Crouching
□ ---------- Crouching left punch
△ ---------- Crouching right punch
⊗ ---------- Crouching left kick
○ ---------- Crouching right kick
Non-weapon Jumping
(tap ↑) □ or △ ---------- Low jumping punch
(↑ first) □ or △ ---------- High jumping punch
(tap ↑) ⊗ or ○ ---------- Low jumping kick
(↑ first) ⊗ or ○ ---------- High jumping kick
Non-weapon Running
↓↘(hold) □ or △ ---------- Forward flip
↓↘(hold) ⊗ or ○ ---------- Slide
Non-weapon Prone Attack
↑□ or ↑△ ---------- Jump down punch/pounce
↑⊗ or ↑○ ---------- Soccer kick
Non-weapon Throws
□+○ ---------- Hip toss thraw
⊗+△ ---------- Knee attack
Weapon Standing
↓↘↑ ---------- Advanced roll
□ ---------- Saber left swing
△ ---------- Saber overhead swing
↑+△ or ↑+△ ---------- Saber jab
←↑△ ---------- Super saber jab (1 power bar)
○ ---------- Sober right swing
↑+○ or ↑+○ ---------- Saber uppercut
←↑○ ---------- Super saber uppercut (1 power bar)
↓↑□ ---------- Saber low sweep clothesline
↓↘○ ---------- Saber high sweep clothesline
↓↘□ ---------- Saber lunge
↓↘○ ---------- Deadly Saber
←↓↘○ ---------- Super deadly saber (1 power bar)
□+△ ---------- Force crescent (1/2 power bar)
←↓↘↑△ ---------- Jedi blade throw (2-4 power bars)
⊗ ---------- Righ high kick
Weapon Jumping
↑+□ or ↑+○ or ↑+△ ---------- Jump up saber
(tap ↑) □ or ○ or △ ---------- Low jumping saber swing
(↑ first) □ or ○ or △ ---------- High jumping saber swing
↑⊗ ---------- Jump up kick
(tap ↑)⊗ ---------- Low jumping kick
(↑ first)⊗ ---------- High jumping kick
Weapon Running
↓↘(hold) □ or △ ---------- Forward flip
↓↘(hold) ⊗ or ○ ---------- Slide
Weapon Crouching
□ ---------- Crouching left side saber swing
△ ---------- Crouching overhead saber swing
○ ---------- Crouching right side saber swing
⊗ ---------- Crouching left kick
Weapon Prone Attack
↑+□ or ↑+△ ---------- Jedi pounce
↑+⊗ ---------- Soccer kick
Weapon Combos
↓↘↑○ ---------- Jedi precision double swing
↓↘←↑△/○ ---------- Jedi precision cutting complete
↓↘←↑○+● ---------- Super Jedi precision cutting complete (1 power bar)
←↑↓↘○ ---------- Double precision saber uppercut
←↑↓↘○ ---------- Super double precision saber uppercut (1 power bar)
←↑↓↘□ ---------- Light saber sweep
←↑↓↘□ ---------- Super light saber sweep (1 power bar)
↑□+△ ---------- Figure 8 swing
↓↘□+△ ---------- Super figure 8 swing
○□ ---------- Right-left saber double swing
○□○ ---------- Right-left-right saber triple swing
○□→○ ---------- Super right-left-right saber triple swing (1 power bar)
□△ ---------- Slashing stab combo
○□⊗ ---------- Luke start02-03
○↓↘→□ ---------- Luke start02-04
○□⊗△ ---------- Luke 1branch01
○□⊗△⊗ ---------- Luke 1branch01-02
○□⊗△⊗△ ---------- Luke 1branch01-03
○□⊗△⊗△⊗ ---------- Luke 1branch01-04
○↓↘→□+△ ---------- Luke 2branch01
○□⊗△⊗△⊗⊗ ---------- Luke 2branch01-02-03
○□⊗△⊗△⊗○⊗ ---------- Luke 2bronch01-04
Weapon Throws
□+○ ---------- Hip toss thraw
△+⊗ ---------- Knee attack

THOK
KEY COMBOS
Standing
□ ---------- Axe left swing
△ ---------- Overhead axe swing
○ ---------- Axe right swing
↑+△ or ↑+△ ---------- Axe handle smack
↑+○ or ↑+○ ---------- Axe jab
↑+○ or ↑+○ ---------- Backhand axe
↓↘↑ ---------- Advance roll
↓↘↑○ ---------- Rolling axe uppercut
←↓↘↑○ -Rolling flame axe uppercut (1/2 power bar)
↓↘△ ---------- Overhead chop
←→↓△ ---------- Flaming overhead chop (1/2 power bar)
△+○ ---------- Fancy twirl axe
↑△+○ ---------- Flaming fancy twirl axe (1/2 power bar)
□+△ ---------- Head rush
↓↘↑△ ---------- Jumping axe uppercut
↓↘↑↘↑△ ---------- Jumping flame axe uppercut (1/2 power bar)
←→□ ---------- Spinning low slash
←→□ ---Flaming spinning low slash (1/2 power bar)
↓↘□ ---------- Spinning mid slash
←→□ ---Flaming spinning mid slash (1/2 power bar)
↓↘↑○ ---------- Butt drop shockwave (1 power bar)
↓↘↑△ ---------- Grawth (1/4-4 power bars)
↓↘↑△ ---------- Teros Kasi flame stream (super gold power bar)
⊗ ---------- Left high kick
↑+⊗ ---------- Front kick
↑⊗ ---------- Right mid kick
↑+⊗ or ↑⊗ ---------- Font low kick
Crouching
□ ---------- Crouching left punch
△ ---------- Crouching overhead axe
○ ---------- Low axe sweep
⊗ ---------- Crouching low kick
Jumping
↑+□ or ↑+○ or ↑+△ ---------- Jump up axe attack
(tap ↑) □ or ○ or △ ---------- Low jumping axe swing
(↑ first) □ or ○ or △ ---------- High jumping axe swing
↑⊗ ---------- Jump up kick
(tap ↑)⊗ ---------- Low jumping kick
(↑ first) ⊗ ---------- High jumping kick
Running
↓↘(hold) □ or △ ---------- Shoulder slam
↓↘(hold) ⊗ or ○ ---------- Slide
Prone Attacks
↑+⊗ or ↑⊗ ---------- Soccer kick
↑+⊗ or ↑○ ---------- Butt drop
Combos
○□ ---------- Axe right-left combo
↑○□ ---------- Axe hi-low combo
△+○△ ---------- Axe twirl to uppercut combo
↑△+○△ ---------- Flaming axe twirl to uppercut comba (1/2 power bar)
↑ △+○+△ ---------- Flaming axe twirl to flaming uppercut comba (1 power bar)
○□△ ---------- Thok start03
○↓↘→□+△ ---------- Thok start03-04-05
○↓↘→□+△+□ ---------- Thok 1branch01
○□△↓↘→□+△ ---------- Thok 1bronch01-02
○↓↘→□+△↓↘→□ ---------- Thok 1branch01-03
○↓↘→□+△↓↘→□↓○ ---------- Thok 1branch01-04
○↓↘→□+△↓↘→□↓○ ---------- Thok 2branch01
○↓↘→□↓○□ ---------- Thok 2branch01-02
○↓↘→□+△↓○□△ ---------- Thok 2bronch01-03
○↓↘→□+△↓○□△↓○ ---------- Thok 2branch01-04-05

DARTH VADER
KEY COMBOS
Non-weapon Standing
□ ---------- Left punch
△ ---------- Right punch
↑+△ ar ↑+△ ---------- Spinning backhand
⊗ ---------- Left high kick
○ ---------- Right high kick
↑+○ or ↑+○ ---------- Front kick
↑+○ or ↑+○ ---------- Front low kick
↓↘→○ ---------- Quick knee
↓↘↑△ ---------- Force balts (1 power bar)
←↓↘↑△ --Force death strike (super gold power bar)
↓↘↑□+△ ---------- Healing force
Non-weapon Crouching
□ ---------- Crouching left punch
△ ---------- Crouching right punch
⊗ ---------- Crouching left kick
○ ---------- Couching right kick
Non-weapon Jumping
(tap ↑) □ or △ ---------- Low jumping punch
(↑ first) □ or △ ---------- High jumping punch
(tap ↑) ⊗ or ○ ---------- Low jumping kick
(↑ first) ⊗ or ○ ---------- High jumping kick
Non-weapon Running
↓↘(hold) □ or △ ---------- Shoulder slam
↓↘(hold) ⊗ or ○ ---------- Slide
Non-weapon Prone Attacks
↑+⊗ or ↑○ ---------- Ground stomp
↑+□ or ↑+△ ---------- Jump down punch/pounce
Non-weapon Throws
□+○ or ⊗+⊗ ---------- Force choke grip
Weapon Standing
□ ---------- Left swing saber
△ ---------- Overhead saber
↑+△ ---------- Hilt butt smack
○ ---------- Right swing saber
↑+○ ar ↑○ ---------- Wide slash
←↓○ ---------- Wide super slash (1 power bar)
↑+○ or ↑○ ---------- High spin saber strike
↓↘○ ---------- Deep thrust lunge
←→↓○ ---------- Super deep thrust lunge (1 power bar)
↓↘△ ---------- Overhead saber lunge
↓↘□ ---------- Deadly right saber
↓↘←○ ---------- Super deadly right saber (1 power bar)
□+△ ---------- Force crescent (1/2 power bar)
⊗ ---------- Left high kick
↑+⊗ or ↑⊗ ---------- Front low kick
↑+⊗ or ↑⊗ ---------- Front high kick
Weapon Jumping
↑+□ or ↑+○ or ↑+△ ---------- Jump up saber attack
(tap ↑) □ or ○ or △ ---------- Low jumping saber swing
(↑ first) □ or ○ or △ ---------- High jumping saber swing
↑⊗ ---------- Jump up kick
(tap ↑) ⊗ ---------- Low jumping kick
(↑ first) ⊗ ---------- High jumping kick
Weapon Running
↓↘(hold) □ or △ ---------- Shoulder slam
↓↘(hold) ⊗ or ○ ---------- Slide
Weapon Crouching
□ ---------- Crouching left saber swing
△ ---------- Crouching averhead saber swing
○ ---------- Crouching right saber swing
⊗ ---------- Crouching left kick
Weapon Prone Attacks
↑+⊗ ---------- Ground stomp
↑+□ or ↑+△ ---------- Jedi pounce
Weapon Combos
↑○□△ or ↑+△□△ ---------- Offficult quad cut
↓↘↑↘○ ---------- Lightsaber sweep
↓↘↑↘↑○ ---------- Super Lightsober sweep
↑○□+△ ---------- Figure 8 swing
↓↘□+△ ---------- Super figure 8 swing
○□ ---------- Darth start01-02
○□△ ---------- Oorth start01-03
○↓↘→□ ---------- Darth start01-04
○↓↘→□+△ ---------- Darth stort01-05
○↓↘→□+△□ ---------- Darth 1bronch01
○↓↘→□+△□△ ---------- Darth 1bronch01-02
○↓↘→□+△□△→△ ---------- Oorth 1bronch01-03
○□△□△□△□△ ---------- Darth 1bronch01-04
○↓↘→□+△□△ ---------- Darth 2bronch01
○↓↘→□+△□△↓○ ---------- Darth 2bronch01-02
○↓↘→□+△□△↓○△ ---------- Darth 2bronch01-03
Weapon Throws
□+○ ar △+⊗ ---------- Force choke grip

CYBERBOTS: FMM

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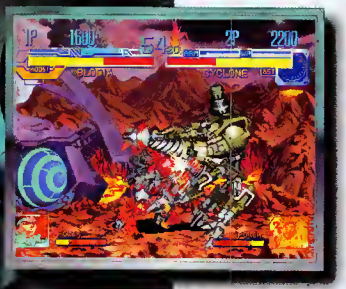
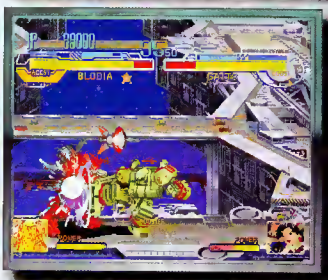
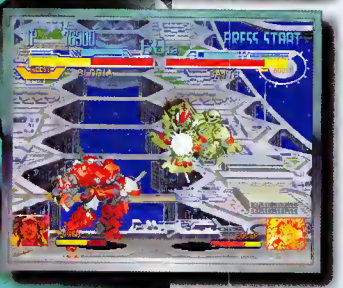
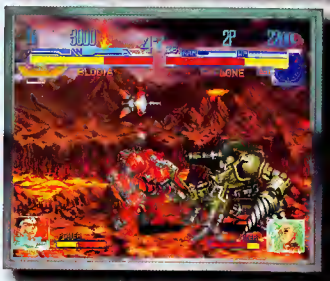
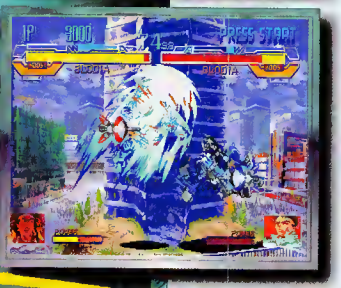
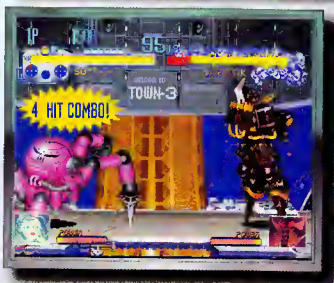












It's too easy to rip on Cyberbots. "Full Metal Badness" is an easy stretch and is more sad than funny. A PSX port of one of Capcom's "lost" arcade titles — like Night Warriors or Slam Masters 2 — that never really made it out in the US, Cyberbots was a stinker of the first degree and Capcom Entertainment has wisely decided not to inflict it upon us. Produced at a time when Capcom was trying to change the perception that the company could only release six-button fighting games, Cyberbots instead was a four-button game: attack 1, attack 2, weapon and thrusters. Needless to say, this was not an optimum configuration for a fighting game. The robots handle in typical SF-style, with fireball and dragon punch motions producing fireballs and dragon punches on the screen.

Fans of Capcom have always been excited by two aspects of every Capcom game: precise controls and first rate artwork. Cyberbots is totally lacking the former. Controls are sluggish at best and are unimaginatively limited to the two attack buttons. However, the artwork and character design in Cyberbots is so incredible that it almost makes up for the limp gameplay. Save your dollars, import buyers, and pass on this game. If you're really into the artwork, head down to a Japanese book store and see if you can dig up one of the many Cyberbots artbooks instead.

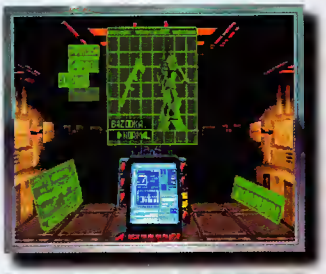
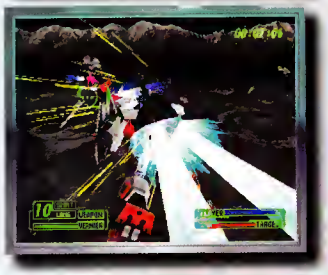
EXPORT

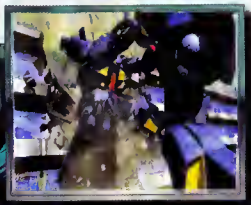
Z-GUNDAM

BANDAI • AVAILABLE NOW • JAPAN

Could somebody please convince Bandai to release their games here in the US, even if they only sell through mail order or a web site or something. Anime fans here in the States have missed out on a truck-load of Dragon Ball, Macross and (erk) Sailor Moon games. We're getting the shaft again; this time missing out on Mobile Suit Z-Gundam, a kickin' 3D combat game. Giant mechs duke it out in one-on-one combat, in a cross between MechWarrior, Ace Combat 2 and Psychic Force. Z-Gundam is filled with flashing laser swords, transparent lens flares, intense explosions and colored impacts that fill the screen with tons of color. The familiar mecha have been boosted straight from the show and rendered in high detail. Cut scenes are a combination of game graphics and clips from Japan's most popular and longest running anime series.

Bandai has gone overboard supporting just about every option you could want in a PlayStation game. The game supports the dreaded Dual Analog joystick (sorry, no force feedback), a story mode that is driven by anime sequences and a quick combat mode for one-off battles. Hey, even the Link Cable is utilized for two player action; this game is so cool it even comes with two disks, elminating the need to pony up for a second game!



The PS*Extreme* Historical Ranking Chart

EXCAVATE is the section where we dig up the last six months of our old ratings and present them on one easy-to-read page, along with a little explanation/breakdown of our rating system. Use this as your buying guide throughout the year and as a reference for those older games that you might have missed (or wish you had).

PLATINUM GAMES	ISSUE	RATING
Final Fantasy VII	September 1997	99%
Crash Bandicoot 2	December 1997	99%
Tomb Raider 2	December 1997	98%
Resident Evil: Director's Cut	November 1997	98%
Moto Racer	December 1997	98%
One	February 1998	98%
NFL GameDay 98	October 1997	98%

GOLD GAMES	ISSUE	RATING
NBA Live 98	December 1997	96%
NCAA Gamebreaker 98	January 1998	96%
Grand Tour Racing '98	October 1997	96%
Critical Depth	January 1998	96%
Croc: Legend of the Gobbos	October 1997	95%
NHL Face-Off 98	November 1997	95%
Treasures of the Deep	October 1997	94%
MDK	December 1997	94%
Colony Wars	December 1997	94%
Jet Moto 2	December 1997	94%
FIFA 98	February 1998	94%
Hercules	September 1997	93%
Raystorm	September 1997	93%
Time Crisis	October 1997	93%
Street Fighter EX+α	November 1997	93%
G-Police	November 1997	93%
Fighting Force	December 1997	92%
Armored Core	December 1997	92%
Steel Reign	November 1997	92%
Nightmare Creatures	December 1997	92%
MLB 98	September 1997	91%
NHL Breakaway 98	November 1997	91%
Ogre Battle	September 1997	90%
Castlevania: Symphony of the Night	November 1997	90%
Pandemonium 2	November 1997	90%
F1 Championship Edition	December 1997	90%
Test Drive 4	December 1997	90%
Broken Sword	February 1998	90%
Alundra	February 1998	90%
Command & Conquer: Red Alert	February 1998	90%
Felony 11-79	October 1997	90%

SILVER GAMES	ISSUE	RATING
Final Fantasy Tactics	January 1998	89%
Clock Tower	October 1997	88%
NBA Fastbreak	January 1998	88%
Shadow Master	January 1998	87%
Cart World Series	December 1997	87%
Shipwreckers	December 1997	87%
Red Asphalt	December 1997	87%
WCW Nitro	February 1998	87%
Auto Destruct	February 1998	86%
AGH: Midway Collection 2	January 1998	86%
Rampage World Tour	December 1997	86%
Maximum Force	November 1997	86%
Marvel Super Heroes	November 1997	86%
Nagano Winter Olympics '98	February 1998	86%
NHL 98	November 1997	85%
Ghost in the Shell	November 1997	85%
Warcraft II	September 1997	85%
PGA Tour 98	November 1997	85%
Nascar 98	November 1997	85%
Monopoly	February 1998	85%
V.S.	December 1997	84%
Intelligent Qube	January 1998	83%
Madden NFL 98	October 1997	83%
Bravo Air Race	September 1997	83%
Bushido Blade	October 1997	83%
The Lost World	November 1997	83%
NBA in the Zone '98	February 1998	83%
Monster Rancher	January 1998	82%
Frogger	January 1998	82%
Masters of Teräs Käsi	January 1998	82%
Cool Boarders 2	December 1997	82%
NCAA Football 98	October 1997	82%
Mass Destruction	December 1997	82%
Porsche Challenge	October 1997	81%
NBA Hangtime	August 1997	81%
Bottom of the 9th 97	November 1997	81%
Duke Nukem: Total Meltdown	February 1998	80%
Tecmo Stackers	November 1997	80%
Abe's Oddysee	November 1997	80%
Point Blank	January 1998	80%

BRONZE GAMES	ISSUE	RATING
Powerplay 98	September 1997	79%
Micro Machines V3	February 1998	79%
Mega Man X4	November 1997	78%
Jimmy Johnson Football	November 1997	77%
Tennis Arena	December 1997	77%
Battlesport	September 1997	75%
The Need for Speed: V-Rally	December 1997	74%
Discworld II	October 1997	73%
Courier Crisis	December 1997	71%

TIN GAMES	ISSUE	RATING
Golden Nugget	November 1997	68%
Spawn	January 1998	68%
Bug Riders	January 1998	67%
Caesar's Palace	December 1997	64%
Punky Skunk	January 1998	40%

WHAT DO ALL THOSE NUMBERS MEAN?

98-100%
The ultimate gaming experience.

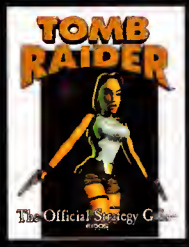
90-97%
"Must buy" games; each carries our editor's seal of approval.

80-89%
Good games, but lacking in some area; for fans of that style of game.

70-79%
Mediocre titles that suffer from some serious flaws. Rent — don't buy.

0-69%
Tin games are to be avoided at all costs. Only die-hard gamers would buy these.

Stuck? Striving for Perfection? Dimension Publishing's got the answers to your questions on the hottest games.



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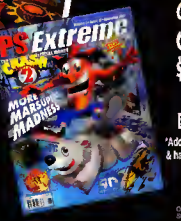

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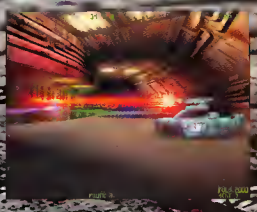

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